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Issue 1 • June 1994

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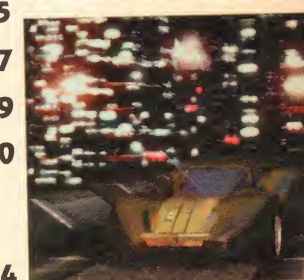
32 talks to Renegade's Tom Watson and Mike Montgomery from the Bitmap Brothers.



... and the games

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ELECTRIC EDITORS

Welcome to the best CD32 and A1200 magazine in the world. Sure, you've heard it all before and it's easy to over-hype your own magazine. However, all you have to do is read the following pages, nothing else. You will see that we have gone to the four corners of the world to grab CD32/A1200 news, previews, interviews, reviews and every other type of 'ews' we could cram into 32. You will see that we have covered stories in the UK, USA, Finland and Germany. You will see that 32 has the largest percentage of new stories in any CD32/A1200 magazine in the world - and not rehashes of press releases or stories which are three months old, either.

Also, take a look through these pages and look at the writers who pen these pages. Recognise them from other magazines? No? Odd isn't it? Are they greenhorn journos fresh from college? Cast offs from bog-paper glossies? No. All of the 32 writers are CD32/A1200 specialists. That's write, they know the CD32 and the A1200 like no other computer. They live, breath, eat and snuggle up in bed with A1200 and CD32s.

Finally, why have we produced a magazine for the CD32 and the A1200? Two reasons. Firstly, at the moment, there are plenty of A1200 games being produced that will be converted to the CD32 (and, soon, vice-versa). It is only sensible that you should be aware of these games because, even if you haven't already got a CD32, any CD32 games that appear first on that machine will normally be converted to the A1200 later and vice-versa. Also, the external model of the CD32 compatible CD drive is imminent. Hence, we intend to cater for those users who will have ready access to both CD and floppy.

Finally, finally, we at 32 really love all our readers, want to take them home with us and give them all our money. However, as they only give us crayons in this place and the door is locked and guarded 24-hours a day we only have your letters to keep us warm. So, **WRITE TO US NOW!!** Otherwise we will feel lonely and unwanted. Please use the editorial address on the contents page.

Paul Rigby
Editor

With other machines vying to become the games machine of the moment the CD32 looks like it could well cause a few surprises. All we ever hear is the familiar saying, "great machine, shame Commodore can't get their act together". However, the one thing going for the CD32/A1200 is that it is here. The user base is growing rapidly and there ARE games out there (unlike Atari's Jaguar and, to a large extent, the 3DO). Okay, most of them have been ports but we know of many companies that have some exciting CD32 and A1200 games ready to hit the market this coming Summer, some of which are strangely being kept secret!

The policy of 32 will be to meet the programmers, visit the software houses and get a fuller insight into development. We shall endeavour to be honest regarding games, their quality and game appeal. The first releases from the major companies have been slight enhancements, it appears from the sales of these games that they are more than pleased, even surprised, at the units sold. It is now a case of writing games using the specs of the machine and down-grading the program to work on lower-end Amigas and not the other way around.

It's very early days, but looking back only a couple of months people were very pessimistic regarding the machine, now there are positive vibes in the air! We have an excellent machine, a rapidly growing user-base and a dedicated mag targeted at the A1200/CD32 with some of the top games programmers as regular columnists. We believe this is the perfect balance.

Derek Dela Fuente
Assistant Editor

• The Bitmap Brothers •

THE CHAOS ENGINE

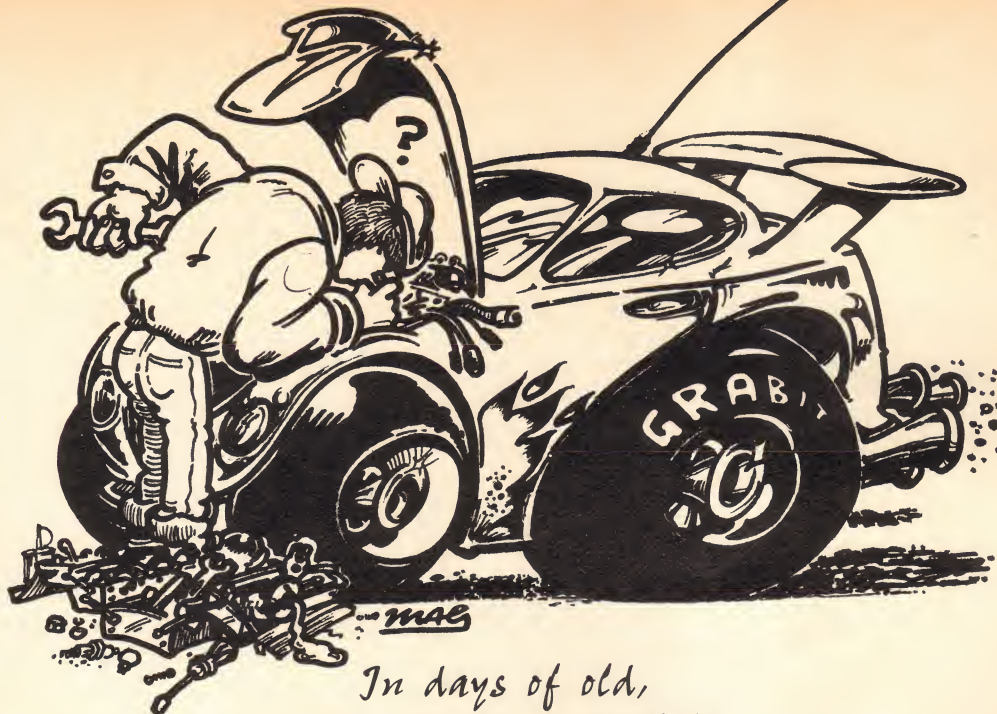


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*In days of old,
when knights were bold,
and consoles weren't invented,
you could sell loads of games,
on one machine,
and sit there quite contented*

Trouble is, that was the good old days. There was, perhaps, just the C64 and Spectrum to think about and you knew you only had 30k or 40k of memory to squeeze a game into and you spent a lot of time getting the gameplay just right. The games most people fondly remember as classics were on those machines. This was partly because individual programmers did all of the work putting the whole thing together and had time to fine tune the game play and get the attention to detail just right.

Dropzone, my first commercial game release in 1984, was a mere 30k in memory size and about 2,500 lines of machine code. It took me about a year of fiddling around to get it just right. The worst part of the programming process was that the assembler took about half an hour to assemble the code for testing, so the try-it-and-see process was a long-winded and impatient process.

LINESMAN

Nowadays, Jimmy White's Snooker is about 60,000 lines of finely tuned code that took me a couple of years to evolve, whilst taking up a megabyte of memory. Even so, the assembler on the PC turns it into machine code and downloads it to the target machine in under 10 seconds. So the try-it-out cycle is 3,500 times quicker! Trouble is, you can't, necessarily, speed up the design or playability process by the same factor, although I bet I could now do Dropzone again in a week or two.

Now the home computers of the past such as the C64, even the Amiga, were around in quantity for five years or so, I

had time to come up with a couple of games on each machine. However, these days no sooner have companies got a few million units installed in the market place, then they tell you the particular console you bought last year is dead and out of date and you need a new one.

ZOOM GLOOM

Games designers can't spend more than a year designing something new because the risk is that the intended machine might not be around when you get to publish it. So everybody does bad ports of Amiga games onto the consoles. Even now, when you finish a console game, it has to be very strictly checked prior to manufacture by Sega or Nintendo and guess what? They take a further six months to do this. Then the type of games being demanded are whopping great 24 megabits big with masses of graphics and sound effects. We are expected to come up with all of this almost overnight, then the resulting product is critically slagged off because of a bad game design. The thing is, the market place is changing so fast that people forget how good games can be.

This unstoppable, marketing-lead, push is quickly killing creativity and originality for many reasons. Publishers these days simply won't publish an original game design because the whole process is too expensive and risky to get wrong. Also, some companies specialise in only publishing film and TV license based products that more often or not are pretty dire in terms of game player's satisfaction and they have a retail price of £50+.

At the moment, CD games are all

stuffed with 650 Mb of visual imagery and about 50k of game code with no gameplay. This might seem impressive to the look-what-this-can-do brigade but unless games designers put more effort back into gameplay as well as using the pros and cons of the CD system, even this market could go the same way.

On a more positive note, I believe I recently saw the future, because I witnessed an hour long demo of one of the new batch of monster consoles to be sold in a year or two. I was absolutely and totally awestruck with the phenomenal power of the hardware. They will remove a vast amount the time us programmers put into getting interesting graphic techniques right, such as gourad shading and texture mapping, because if you want to use some great new graphical effect, the chances are the hardware will do it for you – on autopilot. I think that particular machine was actually designing planets in its spare time. What this means is that games designers shall, once again, be able to spend a greater proportion of their time getting playability just right. That's what I intend to do any how.

ARCHER MACLEAN is one of the most respected games designers and coders in the industry as the creator of Dropzone, Pool and the renowned Jimmy White's Snooker.



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*Andrew
Braybrook
becomes a Legal
Eagle at long
last but finds the
going tough. Our
Uncle Andy also
has a proposition
for you all, pens
at the ready
chaps . . .*

I'm Andrew Braybrook, otherwise known as AB or Cat ('cos I sleep a lot...anywhere). I've recently celebrated my 10th anniversary in the games-writing industry and also here at Graftgold Towers.

After cutting my teeth on the Dragon 32 and Commodore 64, I turned to 16-bit 68000-based beasts around 1988 and converted Taito's Rainbow Islands to Amiga and Atari ST, followed by writing Paradroid '90 and Fire & Ice for the aforementioned machines and, more recently, writing Uridium 2 for the Amiga. Funny it all seems so short and simple written down like that but I don't remember it being as painless.

This very day of writing I've just sent off the masters of Fire and Ice CD32 to be put onto a gold CD test disk. Jason, our sound expert, and I have been battling with our monolithic sound routine for what seems like weeks, actually I think it was weeks!

NUTS!

On a fast machine like the CD32 and also the A1200 it let out an occasional random sound. It's been driving us nuts. We could listen to the title tune five times in a row and it would be okay then, next morning, it would embarrass itself three times in the first minute. That's just about the worst bug to find. Like when you take your car to the garage and saying it makes a whining noise occasionally. It just won't do it to order, so they can't fix anything.

Actually this project has been quite a culture shock. On the plus side it's our first outing into the world of getting CD audio

done, not just for Jason writing, performing and recording it, but also for me coaxing the CD32 into playing the stuff. On the minus side it means I've had to write my first operating system (OS) legal game - ever!

OWN OS

We've written our own operating systems in the past which has the advantages that we know *exactly* what it is doing, we've got free technical support, we can make changes anytime and it doesn't do anything we don't need. Now we have to play by Commodore's rules and use their OS, otherwise they won't make our disks. I won't bore you with horrible technical details, suffice to say that I've had to 'phone the States to try to find answers to one problem.

Thanks are due to Mike Montgomery of the Bitmap Brothers and Toby Simpson at Millennium for questions answered. Fortunately, this industry is small enough that everyone knows everyone else and we're all quite co-operative and friendly, rather than being secretive rivals. Thus there will always be someone who has already done battle with the non-volatile library or whatever demon software has been produced purporting to be a user-friendly piece of the OS. In fact, putting Fire and Ice onto the CD32 hasn't been too bad. I didn't have to twist the OS too much to get it to leave my game alone. I wouldn't say that I've necessarily been OS-friendly, but it's more OS legal than I had first thought it would be.

Hopefully Fire & Ice will be available

by the time you read this and I'll be well towards finishing Uridium 2, whereupon I have to decide what to do next. Something original rather than a conversion will be nice. Anyone got any suggestions? (Write in and tell Uncle Andy if you have, folks! We may even print your answers - Ed.)

The difficulty is in predicting what people will be or want to be playing in a year and a half's time. All marketing information can tell you is what is selling. Game types tend to go round in circles. A good platform game sells well, so everyone writes a platform game until you're all sick of platform games, by then perhaps a Wolfenstein game has shown up, so everyone writes a Wolfenstein clone.

ENJOY

I prefer to just sit down and write a game that I will enjoy playing and hope that other people will too, regardless of game genre. We'll see how it goes. The good thing about CD32 is that we can write what we want. There will be many teams of talented games writers producing games for the CD32 with the integrity and freedom not afforded to most cartridge-based consoles and the hardware has a lot more scope for different types of games. Speak to you again next month, and remember, enjoy!

ANDREW BRAYBROOK is an industry veteran from the C64 days, Andrew is famous for his work on Uridium, Paradroid and Fire & Ice. Most recently, he has released Uridium 2 to universal acclaim.

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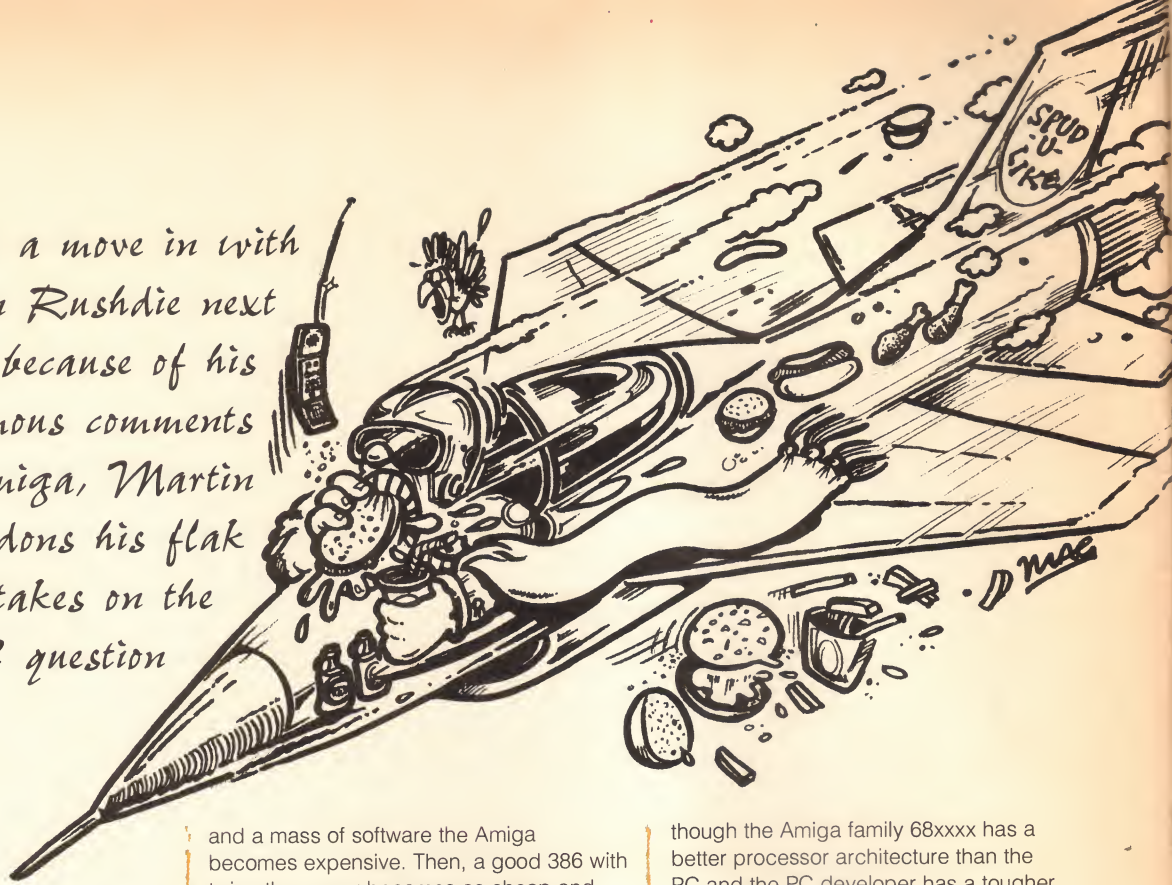
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AMIGA CD 32™

Due to a move in with Salman Rushdie next week because of his blasphemous comments about the Amiga, Martin Kenwright dons his flak jacket and takes on the Amiga vPC question



The Editor of this new magazine has asked me and a few dodgy colleagues to write a page about anything we want. Good idea, I thought, so he has less typing to do and doesn't have to pay us – you're secret is safe with me Mr Ed. (It's a lie folks. What I actually said was that condoms should be used at every conceivable occasion! – Righteous Ed) but I was told explicitly to avoid any reference to sex, violence, drugs and drink. So, for people who know me, this was to ask the impossible. It left me with a mammoth task ahead to write something without smut (almost).

THE GREAT DEBATE

The sad thing about writing in this mag is that the Amiga is on its way out. Sure, it's still a well supported machine but with the recent technological advances in terms of new emerging consoles and powerful PCs it is doubtful whether the Amiga will survive beyond 1996 unless it has a massive technological injection into it and Commodore, as a company, sorts out its financial problems.

Even allowing other computer manufacturers to manufacture similar machines which are compatible with Amiga software and to keep the hardware at a very competitive price.

Question: Well if it is that crap why bother?

Answer: Do you want it as a computer to learn on, play games on or use for business and how much do you want to spend? Let's take the latter statement into a bit more depth.

ROUND 1

Price – for a standard A1200 there is nothing else to beat it for limited applications like learning basic computing skills and games via a TV. However, if you consider you need a good monitor and hard disk

and a mass of software the Amiga becomes expensive. Then, a good 386 with twice the power becomes as cheap and the PC becomes a good entry level machine with cheap hard disks, RAM and accessories.

ROUND 2

The Amiga is a 'Plug in and Go!' machine where a beginner can get up and running in five minutes. A PC can be a total mind-bender for a novice, taking days to get the thing working properly plus any tiny modification you do to the hardware usually results in a hardware conflict

ROUND 3

The programming environment and user-interface on the Amiga is far nicer and easier than a PC although Amiga DOS is usually thrown out by coders to save memory and make software more efficient.

You just cannot do this when developing PC games as you have to be 100% DOS legal. MS DOS is bloody horrible at times that's why Windows on the PC is so popular.

ROUND 4

The Amiga processor is simply outgunned – even the mighty A4000 is well and truly licked by its nemesis, the 486 PC. Even

though the Amiga family 68xxx has a better processor architecture than the PC and the PC developer has a tougher job than his Amiga counterpart. However, the PC developer is now doing all sorts of weird and wonderful things to get around the machine's shortcomings because, in part, of the vast amount of development software and tools available for the PC. There is a definite lack of good Amiga development software and reference material.

As a software developer on both the formats we go for the PC and downgrade the software to run on the humble, slower Amiga. In effect, we convert down games like TFX or Inferno and, as a result, they do suffer compared with their PC counterparts and definitely live in their shadow.

You could go on and on forever comparing the Amiga. To conclude, the Amiga is the Frank Bruno of the computer world beaten in nearly every round but it still packs a punch against the more expensive PC (a sad analogy, I know, but still). Except the Amiga is more straight forward to use and understand and is the perfect first computer to learn on. I guess you already knew all this stuff and I know I'm not going to be popular because I am a traitor but there is only one computer for me – the ZX80!



Martin Kenwright is the boss of 'DID' the development team who brought us TFX and, to come, Inferno

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Stand back, otherwise you might get hit by the shrapnel from 32's most vociferous critic. In our launch issue John Hare experiences a bout of creative cramp - all the way down his left side

So what is a poncey, idealistic, romantic, egotistical, fatalist like me doing in a capitalistic, narrow-minded, artistically suffocating, emotionally stunted industry like this one? Well the short answer is "Search me!" maybe I like the sound of my own voice too much to turn down the opportunities that are starting to materialize.

It is hard to justify the desire to impose your own thoughts, philosophies and emotions on other people, especially when none of the other people want to know about them but, nevertheless, I feel that what this industry desperately needs more than anything is to suffer wankers like me, preaching personally slanted dross to your goodselves.

THE WONDERFUL WIZ

Because I am afraid that if the computer industry turned into a Mannequin or a Porpoise or a Rag and Bone man and flew off to Oz to join Dorothy, then when Dorothy said to it "and what can the Wizard get for you Mr Computer Business?", the poor old thing would have to reply "Actually I think I could probably do with a soul 'cause I haven't really got one."

I have just been sitting down and playing guitar and singing away to myself at one o'clock in the morning for, you see, I am one of the computer industry's sad, failed, bitter, deluded, aspiring musicians. Blessed with the knowledge that we are never going to make it, but safe in

the knowledge that we are never quite going to admit it to ourselves.

You see the problem is when you are at the top of your own sappling like we happen to find ourselves for a while at Sensisoft, you sort of realise that this, in all reality, is probably as good as things get and when you realise that actually it's not that good it is really quite sad.

Now if we had total *artistic licence* then maybe life would be a bit more fun for a while and if we only had *one format* to worry about and all the other formats were dead then maybe life would be even better and we could adopt the attitudes of most artists (Except that most people involved in the computer industry would be horrified at this new found openness and exposure to pin-striped suit things) and do what the hell we want.

It would be nice to be allowed to write a game that you knew all computer owners could buy, without having to go through the laborious, extremely time consuming and totally uncreative process of producing at least 11 conversions of it in order to hit all the computer owning public.

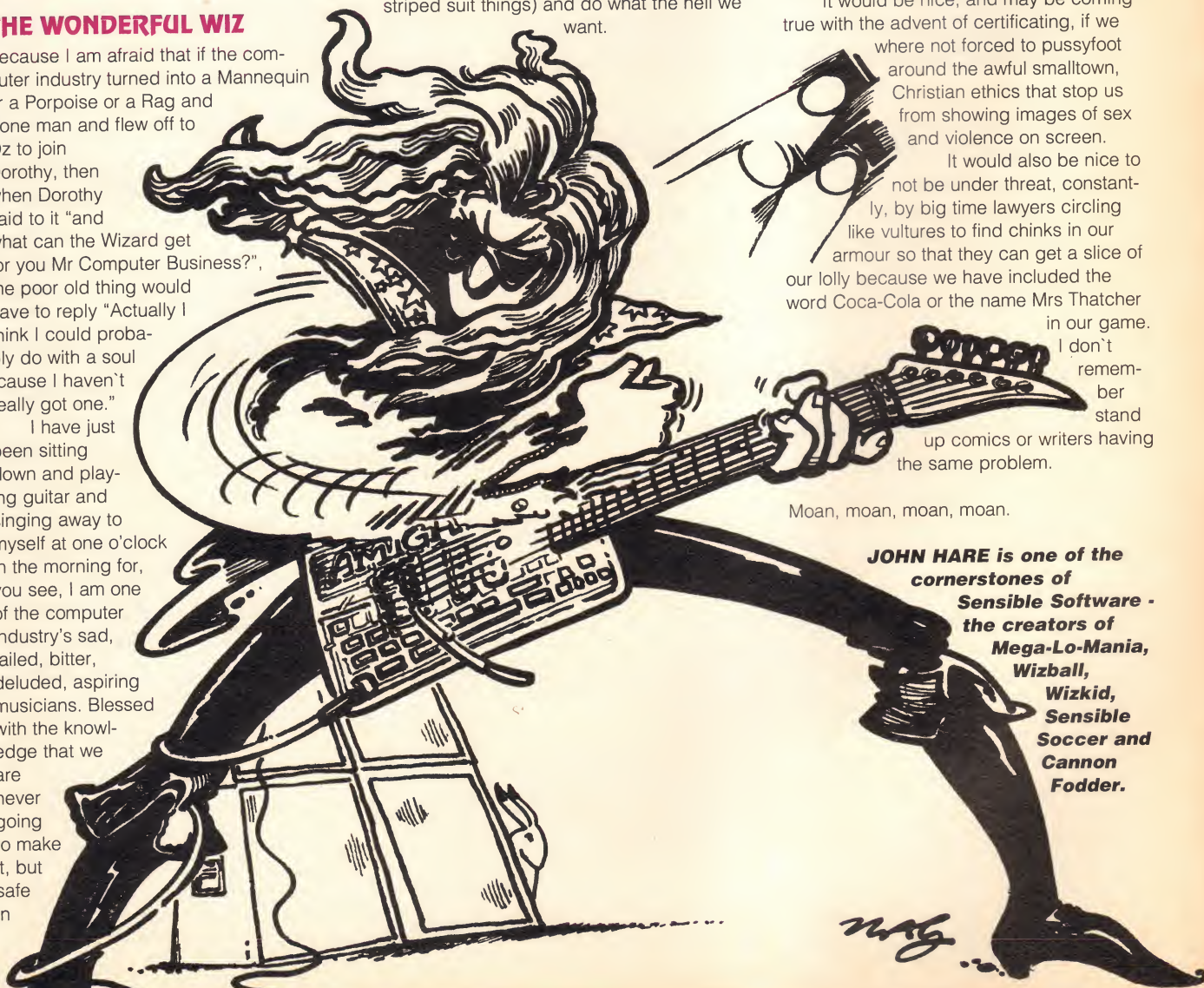
PUSSY-FOOTING

It would be nice if someone could bring out a CD machine that really fulfilled the potential of CD technology (i.e. instant loading, two or three separate things loading at once, all the RAM in the world, etc). Then, for once, our decisions about what to put in a game would be based around what would look or sound or feel the best rather than what the machine is capable of.

It would be nice, and may be coming true with the advent of certificating, if we where not forced to pussyfoot around the awful smalltown, Christian ethics that stop us from showing images of sex and violence on screen. It would also be nice to not be under threat, constantly, by big time lawyers circling like vultures to find chinks in our armour so that they can get a slice of our lolly because we have included the word Coca-Cola or the name Mrs Thatcher in our game. I don't remember stand up comics or writers having the same problem.

Moan, moan, moan, moan.

JOHN HARE is one of the cornerstones of Sensible Software - the creators of Mega-Lo-Mania, Wizball, Wizkid, Sensible Soccer and Cannon Fodder.





SKY'S BIG BOY BARRY TELLS ALL!

Anyone who has Sky television should know who Big Boy Barry is. He is the top Videator on the show, Games World (Beat the Elite). He also has his own show, Joypad, on Sky One, Tuesdays at 6pm. Robert Nathan gets to grips

Barry's show offers a range of news, reviews, previews and exclusive features from week to week. As well as some humour from his Liverpudlian babe, Charlene, and eccentric friend Leslie. With Leslie in traction after taking a severe bruising from Barry and Charlene out shopping, this gave me a chance to talk with the one they call - Big Boy.

Barry, thanks for taking some time out from your busy schedule to talk with us here at 32. Firstly, could you tell us, what is your favourite type of game?

Well Rob, one with good gameplay I suppose. I do like shoot'em and beat'em-ups and, if ever possible, an original platformer.

What is your favourite type of food?

My favourite dish just has to be deep fried sausages in custard. Secondly a rather large serving of anything apart from anchovies goes down rather nicely as well. For a drink, fizzy orange, straight, with a cherry, slice of lemon, ice and a red cocktail umbrella. mmmm I can see it now!

Errrr, yes...what is your opinion of the CD32 in general?

It's certainly a machine with good specs, great power and, with decent software support, could become a serious worry to any competitor.

What catches your eye when you get a chance to watch television, excluding Barry's Joypad of course?

I just love the Simpsons, but my favourite programme of all time is Star Trek Next Generation. Some of the make up and effects in the series are great, I am also partial to anything SF orientated.

Have you achieved all of your goals in life or is there more to shoot for in your eyes?

Good question but, no, I still have other things that I want to do! My main ambition is to be in Star Trek Next Generation. I have actually met Patrick Stewart who plays Captain Jean Luc Picard in the series. So you never know. However, I am solely committed to Games World.

Why do you think your show attracts so many people week in week out?

Quite honestly and unbiasedly, it's the best computer and video game show on television. Also with the choice of Andy Crane or Bob Mills on other shows, how could anybody dislike Big Boy Barry?

Meeting so many stars each week and mingling with the rich and famous, is it easy to switch off and adjust to family life when you get home.

NO! I find that you have to work hard to return to normality, especially not to make other people jealous. At

the end of the day, most of my millions of fans, family and friends are on the whole, glad for Big Boy Barry!

How long have you been involved with computer games?

For as long as I can remember. I started out with one of those Pong thingies, later progressing through the entire Spectrum range, and later branching out to consoles.

You have a great record when you play contestants at games on Beat the Elite, what do you put this down to?

Basically, my superior gamesplaying skills. Oh, not forgetting the ability to knock the spots off any person be it contestant or Videator into oblivion.

Barry, thanks for this interview. Finally can you let us in on some secret releases of games, etc? Seeing as you know all there is to know about the games industry before anybody else?

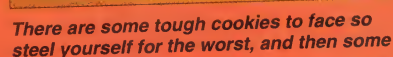
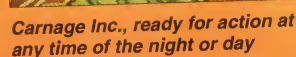
Sure Rob, but I'm afraid it's for your ears only. I tell you what, let's sit down and discuss it all over a nice serving of deep fried sausages in custard, I think I hear Charlene coming home with that new frying pan! Oh, and remember all my fans out there, **BIG IS BEST!**

32 would like to take this opportunity to express its thanks to Sky TV.



With Big Boy Barry are (left) Virgin's Doug Johns - didn't he used to write for an Amiga games mag? And (right) with a zipper over his mouth, 32's own Robert Nathan





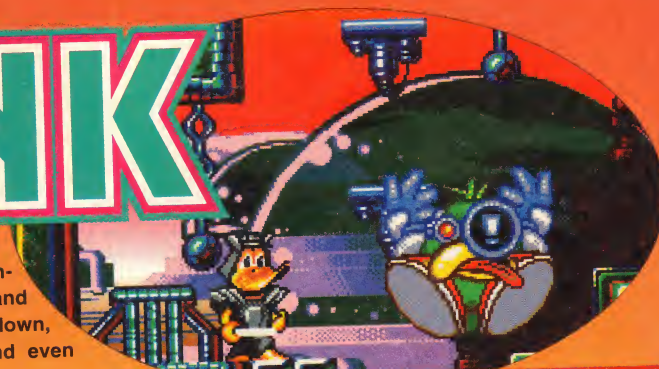
The only criticism I have is that some views and perspectives look flat but its doesn't make the game any less wholesome as anticipation, speed and precise shooting is what this is all about!



With your trusty sword you must execute some daring moves, jumping and spinning simultaneously as you collect the required diamonds, find dip switches, whilst avoiding traps and generally find your way around the game which is more

DONK

A better than average game that will certainly please lots of 32 owners. It's possibly too tough for its targeted audience, the average player – that's what lets the game down.



... and the verdict is

NiCe OnE

OLD 32 DISC



Mutant blasting fun with Chaos Engine

Brilliant

BRUTAL FOOTBALL

Flailing elbows are the last thing to worry about in this game

... and the verdict is

PDG



CD32 ONLY



NICK FALDO'S GOLF

Standing on the tee, the game screen has pull out menus allowing you to select your club and view the hole together with wind direction and strength (clicking on the map shows any localised wind). Any modifications to the ball spin or draw and fade can be made. This done, a press of the red button brings up the swing icon. The difficult vertical bar used in the disk version has gone to be replaced by a far easier horizontal one. Select your shot power and whether the ball is to be sliced, hooked or hit straight then watch the screen carefully.

The graphics have been re-drawn for this version. They're amazing. The golfer swings the club incredibly smoothly and the extra movements (head and feet) are perfect. Not only that, the guy actually looks like Nick Faldo. The more eagle-eyed of you may also notice that after the ball has been hit, the yellow tee jumps out of the ground. Nice touch.

Depending on where the ball lands, your caddie may comment on the shot along the lines of 'that's on the fairway' or, in a more sarcastic voice, 'lucky there are some more balls' if you land in the water. The map view shows your ball position on the course and, although your golfer always faces the flag, by clicking on the red arrows at the top of the screen you can change his viewpoint. Putting couldn't be simpler. Aim using the cross-hair with a now circular icon used for strength. A grid helps to show the undulation of the green. Hole out and you're onto the next tee.

If you're not happy with your play there is a coaching session available where you can practice any one of five hazards that appear in the game namely: bunkers; water; windy conditions; fade/draw or putting or, if you're that bad, all of them. Nick appears and gives you instructions on what you are expected to do.

However, Nick Faldo's Golf isn't without some minor flaws. Firstly, in matchplay mode when the computer player has holed out, you carry on even though you cannot win or halve the hole. Secondly, why is a bunker called a sand-trap? This term is totally alien to golf. It's a bunker. BUNKER! Lastly, all the fairways look far too 'clean' giving the impression that you're not playing on grass. None of this detracts from

the games overall playability, though.

Although this game has been on the shelves for awhile now, the reason we had to give this the once over was because Grandslam

Nearly there now.
Though if you've got this
far you've at least saved
forking out on the nineteenth



This is where you have to make that decision on whether the club you chose will hit it straight onto the green or plop into the water!



Rough justice!

The Biz Board

Price: £34.99

Software House: Grandslam

Release date: Out now

GRANDSLAM ARE to be applauded for giving the tormented CD32 owner something really rather special. If you are a fine weather golfer, that is, you don't like the wind, rain, hail or snow, then you can't do much better than to improve your handicap by the fire with Nick Faldo's Golf.

REVIEWER: Terry Pratt

... and the verdict is
Brilliant

THE SECOND SAMURAI



The Second Samurai offers both added playability, more puzzles and a larger environment over its predecessor, as well as a two player mode with a collection of sub-games that are as devious as any original game. Also, there are no real dead ends. You can still progress through the game and complete a whole level and not see half of the actual environment depending on the routes you take.

There are three main levels to the game each with very small sub-stages, within these there will

be sub-games that you can move through and play. You will find that there are so many elements and objects to interact providing unexpected results. If, for instance, you move up to a Temple and spot a gold statue you may feel inclined to strike it with your sword but this will only result in arrows shooting at you from the ceiling. If you look around you will spot another statue, pick this up and place it next to the gold one and the weight will open up a door for a sub-game.

These sub games are all optional so, even if you do not see or solve the puzzles you can progress on. The object of these sub games, apart from adding diversity to the game, will help gain valuable experience points. These points will not only make you stronger but will allow you to pick up better weapons, daggers, smart bombs and so on along the way. Without a certain quota of points you will see these goodies but not be able to pick them up.

Second Samurai is an enjoyable romp with plenty to see and do. Oh, and watch out for that end sequence!



Beat that nasty old meanie before he blats you into oblivion

The Biz Board

Price: £34.99

Software House: Psygnosis

Release date: Out now

TOP RATED action game, which requires a good deal of intuitive thought and brain-numbing puzzling. Plenty to keep you screenfully employed for many a long day.

REVIEWER: Derek Dela Fuente

... and the verdict is

Brilliant

A1200 & CD32

BRIAN THE LION



finding him. Each of the levels are split into stages where you are up against the clock.

The Mario-style presentation with a map to move along gives the player a good idea how he is coping with the featured 45 levels on offer.

Platform games have been criticised, in the past, for lacking long-term interest. However, Brian does demand clever co-ordination and skilful anticipation. From jungle to rocky mountains to underwater scenes – all offer diversity. In addition, the bonus levels are a real bonus. With 80 tunes and sound effects to boot platformers should give Brian the Lion a whirl.



Plenty of levels, tunes and Baddies!

Brian is the latest amusing platform romp from Reflections, the guys who brought us the Beast series.

One of the most pleasing aspects of this game is that Reflections have gone out to use all the Amiga formats to their full potential breaking new ground at the same time. The 1200 version offers a visual delight with programming tricks galore and the CD32 version offers supplemental graphics and music.

The first aspect you will notice is that the colour palette is really awesome. This has been achieved by using a separate palette for three bands that are put together to make up the screen. Whereas, normally, you can see a gradation of colours here it is impossible to detect.

You assume the role of Brian whose close friend has been kidnapped, it is up to you to move around the huge and ever-changing locations fighting off all manner of baddies in the hope of



Do you come here often, oh little fella wot looks like a sphinx?

The Biz Board

Price: £25.99

Software House: Psygnosis

Release date: Out now

A CRACKING platformer with plenty of long term interest to while away those tedious Summer evenings when the sun don't shine and the good woman is out with her mates.

REVIEWER: Derek Dela Fuente

... and the verdict is

PDG

A1200



After the splendid Body Blows comes the Ultimate confrontation from Team 17. Twenty-three competitors from far beyond our imagination come together in a tussle to find the Supreme Galactic Champion

A1200 & CD32

Rules are pretty straight-forward. You either win to continue or lose and pretend your pad just wasn't working! Events include one or two players (yes, a friend is always the best option), tournament and tag. You can change the timer for each round, the number of rounds from one to three, skill factor, turbo on or off and a 'Mercy' option.

DIRTY TRICKS TIME

For the true expert you must understand that

The screen layout allows the player to move right and left thus being able to avoid blows and allowing him/her to jump over the opposing player. The backdrops may be incidental but the clean crisp screens give the fighter a more defined look and do not blend into the background like other games so you can see what you are hitting!

Team 17's game lives up to its name as it's the Ultimate contest when it comes to showing who's boss. Sweating palms, the tendency to want to throw your monitor through the nearest window... sounds familiar. UBB will having you in this frame of mind within minutes.



Finely balanced character skills provide measured gameplay

COMPETITION

***** WIN ALL TEAM 17 TITLES FOR A YEAR *****

*** * * + A CD32 MACHINE * * ***

*** * 5 runners up receive a copy of BODY BLOWS * ***

Question: How many competitors feature in Body Blows? (Hint: check out the review)

Put your answers on a postcard and send to: 32 Compo, Team 17, Marwood House, Garden Street, Wakefield, West Yorkshire, WF1 1DX

The Biz Board

Price: £29.99

Software House: Team 17

Release date: Out now

ULTIMATE BODY Blows stands alone as the best two-player beat 'em-up on the Amiga. It combines impressive graphics with challenging inbuilt character artificial intelligence. If you're a fan of this genre UBB is not to be missed!

REVIEWER: Derek Dela Fuente

... and the verdict is

Brilliant

TROLLS ISLAND

Eat baddies when you cover them with custard (sounds tasty) and find the jewels and return the world back to a rich and beautiful land!



NEURAL WORLD

A colorful illustration of a traditional wooden windmill with a thatched roof, set in a rural landscape. A rooster is in the foreground, and a small wooden structure is visible to the left. The scene is framed by a dark green border.

BRUTAL SOCCER

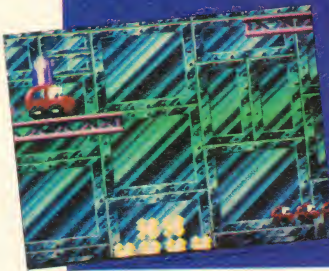
Good old English soccer will never be the same again!



BEST

MOTOR MANIA

A FUN and cutesy car game. You control Mickey the Micra whose task is to end the chaos that is polluting the factory. Only he can save it by going back and working through a paint workshop, wind tunnel, tyre shop, etc. All are levels within the game. This wild and wacky experience is made even more fun by the stylised graphics. This is more than a speed game for it requires deep thought as you must conserve fuel to complete the course.



MR MAGOO



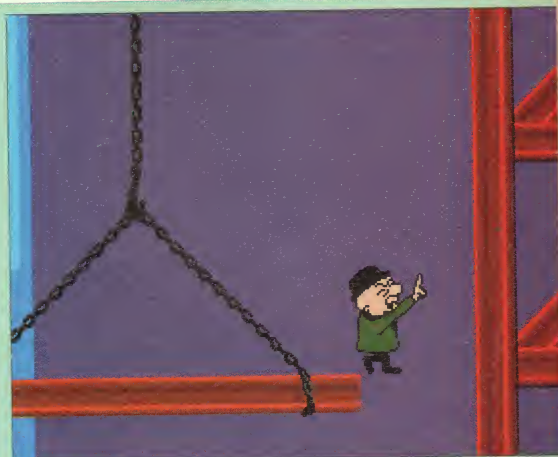
MR MAGOO has been the primary source of unintentional disasters and injuries for over 40 years. Attired originally with a long coat, hat and cane, Magoo is a late middle-aged bachelor who is short and bald. Originally he was conceived as a loud, crotchety, difficult to please older man whose quick temper and stubbornness propelled him through life. Later, in his cartoon adventures, that have been seen all over the world and was conceived in 1949, he has mellowed in his personality, revealing a kindly gent who is especially courteous towards women and inanimate objects – such as lampposts, which he reckons, in his short-sighted manner, are living things.

The humour of Mr. Magoo cartoons derives from his physical handicap of not being able to see things clearly and how he triumphs over situations and people despite this obstacle. His near-sightedness often seems to border on blindness as he stumbles though life mistaking animals for old school chums, inanimate objects such as stop lights and coat racks for policemen or sales clerks and misreads signs and store logos.

Such activity would bring disaster to say any other person but Mr Magoo's stubborn determination that he is right in his assumptions seem to protect him from harm while bringing destruction to anyone and anything else in the immediate vicinity. In a sense, Magoo has found how to survive and flourish in an insane world by living happily in his own personality.

Millennium have secured a major scoop in what will be a series of Magoo games. They will try and convey the authentic feel of Mr Magoo even to the fact that the backdrops within the game will be static like in the early cartoons where background animation was either too hard to do or too expensive.

The game will have an endless list of dangerous situations. Interaction with objects is the order of the day with fast reactions being essential. The game will be presented like a cartoon so you will only be able to move on to other screens by completing all the action on your present screen but if you succeed the program will run into a series of mini cartoon encounters.



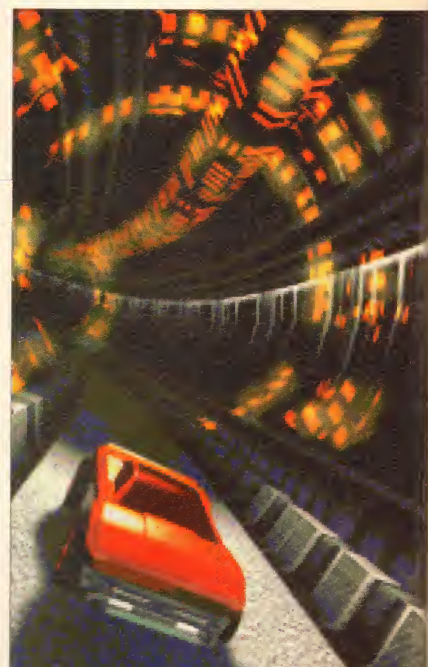
NOW THIS Pink creature, who comes from the far edge of the galaxy, may look cute but he is far from stupid. Being not of this dimension and of superior intellect he is a well known traveller and thinker – although not the toughest cookie you've ever met.

Pinkie does not run fast and, because of his fear of heights, he does not like jumping. He is allergic to pain, hates violence and would faint at the mere sight of blood. Being a gentle alien he does not carry any weapons. In fact, his only protection is the Pinkie Mobile. Basic models come delivered as a one-wheeled pod with a sort of bumper which is, in fact, like a boxing glove that extends at the push of a joystick button. This, in effect, is the main weapon that Pinkie will use throughout the game. It is very manoeuvrable and can help him through his quest. The mobile is supposed to last a lifetime but upgrades can be bought at any time.

So what is Pinkie all about? Being a very conscientious creature he has been studying the plight of dinosaurs, it appears that they are nearly extinct. There are only a few eggs remaining and our pink hero is out to find them and bring them back to his purple planet for safety.

In space no-one can hear you laugh – but as you'll be playing this game in your living room it won't really matter much, will it?





RACE FOR THE FUTURE

Cryo's MegaRace is a futuristic driving game using some of the most striking visuals yet seen on the CD32

MegaRace is set way off in the future, revolving around interactive TV. A presenter announces all the competitors in a series of fast and stirring races. The citizens sitting in their homes are involved in the racing via the TV programme. If they do not like the way the race is going they can have a direct influence on the outcome. They can throw obstacles onto the track or add extra opposition to make the race more dramatic – this is the essence of the contest.

MegaRace is a driving, shooting, hectic encounter. However, the game is not just a question of finishing first but how you raced is an important factor. If you just meander around the

circuit you will not find the audience amused. You must encourage them to cheer for you so shooting and intricate driving manoeuvres with inventive tricks are the order of the day. On-screen, you have a special thrill meter. The more bizarre and forceful you can be, driving fast but taking other drivers out of the race either by shooting at them or barging them off the track, the higher the thrill counter will go and, hence, your popularity. Between all the races digitised footage will show the actual viewers in their homes. You will be able to see a certain amount of feedback from the way they react.

The variety of tracks and inertia will ensure the players have an eventful and enjoyable time.

With the added use of Silicon Graphics created images this racer really has state of the art appeal. Cryo should be congratulated for giving the CD32 version all they've got, they are certainly upping the ante on the CD32 graphics stakes.

Although the game is a no-nonsense, fast moving, racing game there is enough variety and diversity within each of the tracks to convey a very atmospheric feel. The controls are straight forward and the sound and music heightens the dramatic tension of the game.

With extravagant attention to rendering and textures giving a stupefying visual appeal, 15 diverse tracks and eight different cars on offer MegaRace looks like a certain winner for the CD32.

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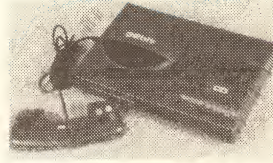
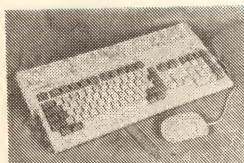
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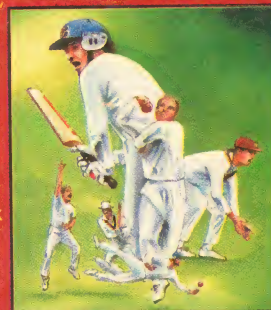


WORLD CUP CRICKET MASTERS

This game was written more with the thinking cricket fan in mind than the digitally dextrous arcade expert. The goal was to create an accurate graphical simulation of a cricket match incorporating all the strategic and tactical aspects of a typical match with full animation of all the major actions and events. In this respect we think we have the best product currently on the market.

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CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. The main features follow:-

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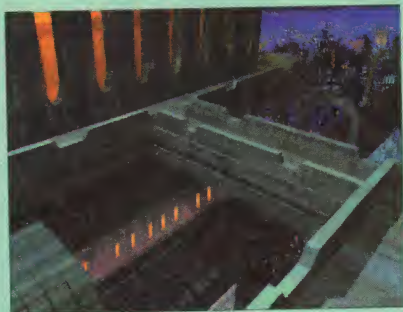
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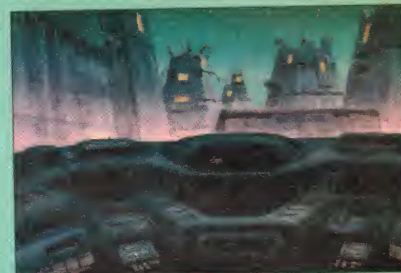
Bash the horrible, evil baddy with the power gem



Core's new backdrops promise much



Core's latest graphic adventure is a 256 colour goody called Universe that will be hitting the 1200 and CD32 in July. Derek Dela Fuente investigated and found a potential hit in development



The background graphics have been scanned



Graphics use 256 colours

A UNIVERSE APART

You assume the role of a very ordinary chappie who finds himself transformed into another dimension after tampering with his eccentric Uncle's mechanical invention – the Virtual Dimension Inducer.

Placed in a futuristic parallel world, Boris must be guided through this alien cosmos in his quest to bring about the downfall of the cruel Emperor Neiamises. The backdrop to the game, while you are busy with this poser of a problem, is of an ongoing war between two mighty empires. You must find your way through the vast alien universe, moving from planet to planet in this epic point-and-click adventure.

Like all adventure games you are required to find objects, interact with other cast members and solve puzzles. The plot is fairly open at the start of the game, in fact discovering what you are supposed to do is a sub-set of the gameplay in that you will find out more about the objectives of the game as you play. However, I won't be giving anything away by telling you that one of major tasks is to find a power-gem which will bring about the downfall of the evil Emperor – the ultimate baddy in the game. Also incorporated are some arcade/action sections. Core say that these should not be viewed as an essential part of the game – more as a break from the puzzle-solving.

HUMAN MOVEMENTS

Graphically, Universe is quite intriguing with the use of a special flat-bed scanner which is used to scan some of the background graphics into the game. With the use of 3D rendered animation and arcade-style sequences throughout, the visuals are very impressive. Boris, the main character, has been given a suite of realistic movements. This has

been accomplished by filming human movements and scanning them. After this process, known as rotoscoping, is finished the images are scaled and inserted into the game. The perspective of each movement has also been planned in advance so it looks as real and as fluid as possible.

BACKDROPS

In addition, Core have been aware of Virgin's spouting of moving backdrops in their own adventure, Beneath a Steel Sky. Core believe that they have gone one better with Universe but you'll have to grab a copy of the final game to see the effects for yourself.

The interface is cleverly devised. For example, via different mouse presses you will be call up different icons on the screen. An autoroute map-

per will assist the player, too. Multiple-choice text questions are used throughout. Your choice of answer will influence the events within the game. Universe, itself, is quite linear in that you will not be able to progress any further unless you solve the puzzles that present themselves in the section of the game you are in.

If you enjoyed programs like Indy Jones and, more recently, Curse of Enchantia then you will like this one. The programmers hope the game will convey a movie quality feel as you will be able to immerse yourself in the many atmospheric scenes, interacting with the environment and enjoying fiddling around with objects and talking to game characters away from the direct plot without feeling that you must hurry ever onwards to the game's end.



The universe is a big place – almost as big as this spaceship

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SHEN LUK	AVER	FAIR	POOR	AVER	GOOD	GOOD	YES		
TURNER	B/VGO	GOOD	AVER	FAIR	V/FR	FAIR	YES		
LUND	V/GO	ABYS	EXCE	EXCE	GOOD	GOOD	YES		
CHIKRY	V/FR	GOOD	GOOD	BRIL	V/GO	BRIL	YES	DEF	LEFT
CALLAGHER	GOOD	V/GO	EXCE	B/AV	V/FR	B/AV	NO		
FOX	V/GO	POOR	BRIL	GOOD	BRIL	V/FR	YES	DEF	L/CENTRE
DRAPER	AVER	FAIR	AVER	EXCE	V/GO	POOR	SUB		
DEVIL	V/GO	ABYS	BRIL	BRIL	V/FR	V/FR	YES	DEF	LEFT
JOHNSON	EXCE	BRIL	FAIR	BRIL	GOOD	V/FR	NO		
PALMER	POOR	GOOD	POOR	V/GO	AVER	POOR	SUB		
FOSTER	FAIR	FAIR	BRIL	AVER	POOR	POOR	SUB		
DIKSTRA	EXCE	BRIL	B/AV	FAIR	GOOD	V/GO	NO		
MURPHY	V/GO	V/GO	V/GO	BRIL	EXCE	ABYS	YES	MID	RIGHT
REID	V/GO	EXCE	GOOD	POOR	V/FR	FAIR	NO		
WEBER	POOR	BRIL	POOR	AVER	EXCE	YES	YES	MID	LEFT
MCNEGAN	V/GO	POOR	B/AV	POOR	EXCE	V/GO	YES	MID	UTILITY
NATHANS	BRIL	BRIL	GOOD	V/GO	ABYS	ABYS	NO		
YATES	GOOD	EXCE	GOOD	EXCE	GOOD	YES	ATT	UTILITY	DEFEND
WELLS	POOR	GOOD	POOR	V/FR	FAIR	ABYS	YES	ATT	L/CENTRE
ATLSON	ABYS	GOOD	FAIR	POOR	V/GO	YES	ATT		ATTACK
AGANA	FAIR	FAIR	EXCE	ABYS	ABYS	V/FR	SUB		
ONY AGANA			ATTACKER	HEIGHT	WEIGHT	AGE			



Features include: full player details, options to change player's details and names and, get this, you can have 24 human players each taking control of a player in the same game? Blimey, the entire staff of 32 only have

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TEENY WEENY WESTERN

Teeny Weeny Western is a massive game, Teeny Weeny have been working on this for over a year. You can play the part of a cowboy, rancher, villain, trader, etc. It is a simulation set within the Wild West. There is interaction with the characters so you can fight, trade goods, round up cattle, go after Indians and so on.

The most stimulating feature is that it is aesthetically pleasing to play. Just jump on your horse and wander around the countryside herding your cattle. You can literally do anything within the game. Teeny Weeny Western was developed on the Amiga and, in a way, can be likened to Theme Park – it immerses you within the environment and you can alter the events as you play.



Not the most well-known development team in the country, Teeny Weeny started over three years ago with just one programmer and MD Angela Sutherland.

Derek Dela Fuente reports



Rescue those people!

FIREFIGHTER

This will be available first on the 1200 and is based around the game Teeny Weeny wrote on the GameBoy although it has been greatly enhanced.

The plot is quite simple but is loads of fun to play. You assume the role of a Firefighter and have to rescue a number of people and animals. This is usually set pertaining to the situation you are within. For instance, the game starts with a house burning, you must find the family hidden in the house. With your hose pipe, which acts like a gun, you must quickly douse the fire before it spreads – which is not as easy as it sounds. Once you find someone then you must pick them up and take them to safety.

There are plenty of problems to encounter like cats that will grab your leg hampering your progress and other animals that run around and get in the way. Each of the levels have full eight-way scrolling hence, within the house, you can move up the stairs and along corridors so you must ensure that you do not get hemmed in.

Bush fires are another challenge to the player. All told there could be over nine locations.

There will be a limited supply of water but you will find plenty of picks-ups along the way so resources are on hand. Meters and bars on-screen will help the player ascertain how well they are doing. A fun and challenging game.



A CHAT WITH ANGELA SUTHERLAND

DO YOU SEE YOURSELF AS A COMPANY LIKE PROBE, WHO ARE A MERE FOUR MILES AWAY?

No, certainly not. We are not offering the same service. A couple of times we have put up our conversion work and Probe have received the acclaim, that has been annoying but, at the end of the day, it's money that pays the wages not credit. As long as a publisher is happy and comes back for more conversions we are happy. At present we have Firefighter that will go on console and Amiga plus Teeny Weeny Western that will be on Amiga, PC, CDROM, CD-i and, possibly, CD32 but the last format would be done by someone else.

WHY NOT BECOME A PUBLISHER?

Now that would be telling! It's every developer's dream to go that way. Because we are near to Probe they have discussed that with us and I know they are considering that on CD. So far I have never really been happy with the publishers after we have given them our games. I look at the game as our baby and when you hand it over you really want it to do well. You literally cut yourself off once it goes. It is quite painful to see bad adverts or awful packaging.

WHY TEENY WEENY AS A NAME?

Actually I had just had a baby and I was into small things. I had this idea for a Western game. I was actually in Disney World at the time and thought of the song, teeny weeny, it'sy bitsy, etc. At the time it seemed funny (it's not any more) and Teeny Weeny stuck. Saying that we have changed it now to TWG.



KICK OFF, PART 3

*Derek Dela Fuente
and Terry Pratt talk to
Steve Screech about
Anco's long-awaited footie
game, Kick Off 3*



Some gamers might look towards Kick Off 3 (KO3) and ask, 'Why? Do we need another football action game?' Basically, Anco have written KO3 because they firmly believe (and initial reaction to the game is backing this up) that KO3 is simply the best and most playable footie game yet.

Actually, quite a lot of users saw Virgin's Goal, created by Dino Dini, as the successor to KO2. Steve Screech has other views on that matter:

"The KO series, including Player Manager, were all team processes. Anil, Dino and myself worked together as a team, all providing input for Dino to plonk on the screen. Goal was Dino's attempt to say that *he* was the team, that the KO series were merely his creations and, as a result, Goal turned in to one man's problem. I think it's safe to say that had Goal been written with the KO team then the game would have been a far more playable product. As it stands, though, it is technically very good but, to the user, it is ultimately disappointing."

IN CONTACT?

So, do Steve and Dino still keep in contact?

"The answer is a resounding NO," expounded Steve, "his ego was a little too large for that and, besides, that we rarely saw eye to eye."

So, exactly what improvements have been made over the old stagers? In percentage terms, from KO1 to KO2 the graphic improvement was about 30% better with the improved kit styles and

greater animation. The sonic improvement was about 20% as Anco managed to utilise some new chant sound effects and so on. The gameplay improvement was about 50% as the whole game was tightened up and after-touch, replays and new set pieces were added. Also the keepers were improved which made the whole thing more playable. With those figures fixed in your mind, Steve Screech takes up the story with Kick Off 3:

"From KO2 to KO3 the graphic improvement has been about 100% as the overhead view of small players (16x16) has been replaced by the more pleasing side-view with larger players (32x32) and a greater depth of view. Also, the amount of animation frames has risen by about 500%! The sonic improvement has been about 200% as the sparse and grainy sfx of old have been replaced by warm samples with good music and some very nice chants and footy fx. The gameplay aspect has improved by about 30% as the game is much easier to play, it avoids the pitfalls of the KO2 control system (either you could get to grips with it and like the game or could get to grips with it and hated it) but it allows a greater range of moves and actions. Also the computer teams present more of a challenge now and your involvement in the game seems to have grown so that you really do get sucked in to the whole KO3 world."



FIELD OF PLAY

Anco believe that KO3's strongest improvement is in the gameplay field. Along time was spent adjusting the joystick/ stick configurations and in-game controls until it felt just right. The difficulty levels are now set up so that that games are not easy to win but should be easy to play. Other footie games tend to suffer from having a computer opponent with glaring inadequacies, with either the computer's players or keeper or both being too easy to beat or having serious flaws in their game logic. KO3 intends to avoid such problems.



Anil Gupta, founder and leading light of Anco, plays an active part in the development of games

Bullfrog have certainly brought us a diverse spectrum of games from the underwater arcade game *Flood* to more serious strategy games like *Populous*, *Powermonger* and *Syndicate*. Derek Dela Fuente skips down to park to check out Bullfrog's latest



ON A THEME

Theme Park puts the fun back into the word *simulation*. This program should appeal to all age groups as it offers strategy with on-screen humour plus some hilarious comical animation that will have you sniggering (How about chortling? - Pedantic Ed). Remarkably, the 1200 version only uses a mere 32 colours on-screen but can you tell the difference? Well, no actually.

The game was conceived by Peter Molyneux, Head of Bullfrog as an amalgam of simple ideas it is surprising that no one as come up with something like it before. Theme Park has the charm of Little Computer People, the strategy of Sim City but without the heavy laborious tasks of having to deliberate over endless menu screens plus the fun of Lemmingsæbut using none of their ideas!

The concept is to build your own theme park. As the plot goes, you have been left £100,000 from your Great Grandmother with the proviso that you put together a theme park. You can spend the money exactly the way you wish.

You commence the game with just a barren

piece of ground. Using your money wisely is the essence of building one of the best theme parks around. The actual buying and placing of the amusement rides is so simple. Merely click on a menu and an array of rides or amusements will appear, you pick the one you want and place it anywhere you wish.

POPULARITY STAKES

Okay, now comes the really hard part. What makes a theme park popular? Is it a large roller coaster, boat rides or helter skelter?

Well it's your expertise that is on the line for you are up against 50 other theme park owners worldwide. At the end of the year you are given a breakdown via league tables as to who owns the most popular park, who makes the most money, the cleanest park, etc.

Your aim is not only to top the lists but to make loads of money!

There are so many options and elements to take into account it is hard to know where to begin. The fee to enter must be decided, you also

need to place a few vendors selling food to entice the punters to pay out some of their hard earned dosh, a devious trick is to place some chip and burger booths around and, next to them, a few coke stalls because eating salty food makes people thirsty! Doubling your takings. Get the hang of it?

Now if the park becomes over-run with litter this could be rather off-putting so you fork out for people to roam around collecting it. It's a pain spending on this essential but it will reap rewards in the end. Throughout the game a *negotiating screen* will appear (two figures silhouetted talking) when the workers demand higher wages. If you cannot agree an amiable rate then you could find them staging a strike and causing mayhem at the gates when the customers enter!

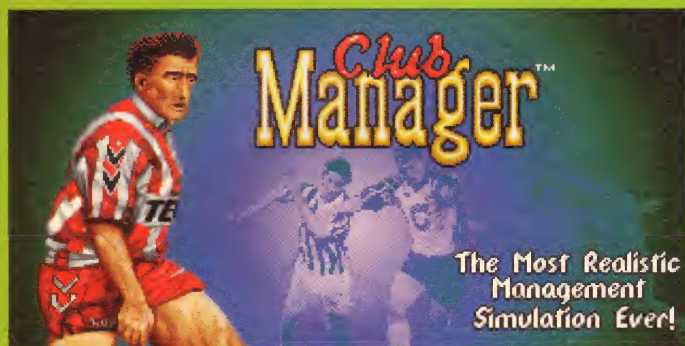
I have a sneaking feeling that Theme Park mania will be the topic of conversation all this summer with players comparing parks. I can tell you straight away, come to my Park and you will have the time of your life - I may even throw in a bag of popcorn!



(Left) Design your own theme park with flair, gusto and a little bit of imagination

Build thrill rides to attract the customers and make some megabucks

(Below) You'll need to rake in the punters to survive financially



VOTE OF CONFIDENCE

Keith Wadhams, erstwhile designer of Elvira - The Adventure, obviously knows his football and has come up with a management game that could be the new benchmark for this genre. Terry Pratt reports

Club Football Manager begins, as always, with one to four (yes, that's four) players choosing which of the 92 teams to manage. Whichever team you choose and, all names in the game can be edited so Cloggers Utd can replace Arsenal, you will always start the game in the lowest division.

The manager starts his career when he is 35 and retires at 65. Thirty seasons may sound a long time but the involvement is enough to make it difficult to become Premier Champions within seven or eight years as in other management games.

Each player is represented by a list of statistics detailing skill, stamina, aggression, pace (although this never varies much between divisions), shooting power and goalkeeping ability. The designer has also decided to include a vision stat meaning that, although the player may not have good ball skill, he can see the play before it happens (useful in youth players) and will improve in time.

PLAYER STATS

The statistics help to decide which players are best suited for the next match. However, it's no good going for a creative midfielder, if your coach is playing the long-ball game. Equally, on the formation screen, if you've bought a big centre-forward who has scored a lot of goals in a team who play the long ball system, it's no good putting him in a passing side as the AI (that's Artificial Intelligence) may make his game suffer. However, a decent coach can improve a defence and midfield to compliment the goalscorer. The individual player statistics do not alter if he is transferred. These will only change (if at all) depending on the new coach.

Being a manager who gets his team to do the business on the field will be reflected in the club's finances. This takes the form of an overhead view of the ground with various icons surrounding

it. The ground can be improved by building new stands to increase capacity but, as that side of the ground will have to be closed for a period of time, revenue will suffer. A possible option is to see the ground actually being built (something other management games are lacking).

Obviously, costly ground improvements may mean ticket prices have to be increased but will it be in detriment to match attendances? Only you can decide. Another icon takes you to the car park where money can be spent increasing spaces to ultimately increase income. An extra £250 a week from car parking may not mean much to Manchester United but it's a welcome bonus for Gillingham FC.

NOVEL APPROACH

Another novel approach that has been implemented is on the transfer market where, instead of sifting through hundreds of player stats to find the most suitable player, the manager and coach may decide that a defender is needed with a passing and stamina rating of 70 then all players on club transfer lists that satisfy that criteria will be listed. It's then up to the scout to give his valuation on that player for you to act on.

When all these decisions have been made then the match is played be it league, domestic or European cup competitions. This is shown as a very impressive overhead view of all the match highlights with the current score, goalscorers, time, etc., in a panel in the lower half of the screen. Although this can be turned off it's well worth watching. Whatever the result, it's on to the next game (Managers only take one match at a time remember?) but will you have to change your tactics or your team?

There is a good chance that the CD32 version will include an audio match commentary. Club Football could take over at the top of the league and be there for a very long time.



You get full league info



... player details



... financial reports



... you can even watch your stadium being built



Bloodhouse: from left to right, Tomi Kivela, Jan Achrenius, Harri Tikkanen, Jani Isoranta, Lasse Louhento, Mare Ollinnari, Mikko Miettinen, Petteri Putkonen and Santtu Luopajarvi



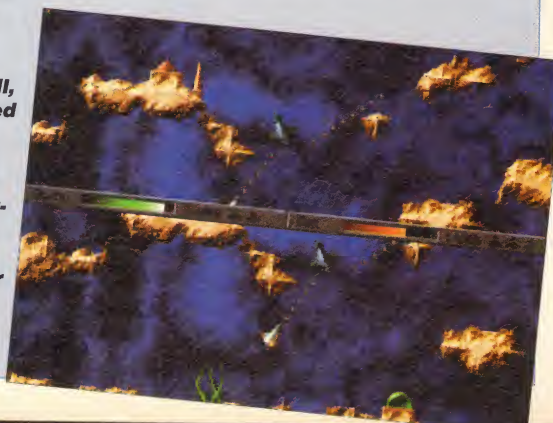
Petteri Putkonen (left) and Santtu Luopajarvi – it it me or does Santtu look a bit like Patrick Swayze without the muscles?



textured mapping and light sourced landscapes with the most advanced AI ever seen on an action game and will run at 50 hz. The game style is similar to the classic Oids. You have a massive array of weapons: air-to-air; ground-to-air; sub-to-ground, etc. All in all, with over 100 weapons, which are needed because there are different defence systems around, this is already looking impressive. As a strategy game, Utopos features dozens of populations and federations which can ally with each other on various agreements. Military alliances vary from defence alliance to antinuclear agreements. After one planet is conquered, its population is ready to produce weapons, mining equipment, etc.

UTOPOS: Is a game that combines strategy and arcade elements. The object of the game is to conquer the world (Surprise! - Sarcastic Ed). In the beginning of the game the player has to battle his own people to defeat gain control of his own planetary populations. After he gains power he has to gain control of his army. In the beginning you have a couple of ships and no population or army so you will have to invade six small galaxies, which all have about 20 star systems. There are hundreds of planets to conquer.

The arcade part features real-time calculated fractal backgrounds, 256 colours, with ray-traced ships and weapons and a split screen for two-player mode. The fractal screens also have



THERE

*Derek Dela Fuente
talks to Harri
Tikkanen, coder and
project manager for
Finland-based
development team –
Bloodhouse*

How and when were Bloodhouse formed and what is your part in the company?

Bloodhouse was formed by a group of demo coders in the Spring of '93. Currently I'm working on Super Stardust but I'm also the project manager.

Was Stardust your first game?

Stardust was the first commercial release. Actually, our first big project was Real Pinball for the A500 but because of the difficulties with the graphics, the project was stopped.

Here's some features regarding this game: 4096 colours on screen (HAM); 50hz scrolling; three balls on screen; and 8-channel sound.

If there is enough interest for it, we could make an

AGA version of it. It would have 262,000 colours on-screen. At present it has a 256 palette, 50hz scrolling and 4-channel sound.

You are now working on Super Stardust for 1200 and CD32, will you tell us about the extra features?

There are 256 colours on-screen in the main game. The tunnel sections and special missions have 48 colours on-screen and features parallax scrolling. We have also added a couple of more sound channels, the total amount now being eight.

There is a also a 2-player mode and the levels are all redesigned. The CD32 version will have true 16-bit music. The 1200 version, which will be released later, will be hard disk installable. Super Stardust will be one of the first games to really show what the AGA chipset can do.



AGGRESSION: The meanest horizontal scrolling shoot-em-up ever. It features 95% ray-traced graphics with 512 colours on screen. Full screen multiplayer scrolling and huge sprites make use of every available clock cycle in a 1200. The CD32 version and 1200 are almost identical since the 1200 version is hard-disk installable.

The CD32 version features more animation and music since the internal sound capabilities or RAM are needed for the music, the sound effects are better than those of the 1200.

E AT THE FINNISH



(Above) Mikka Laamanen taking aim at our intrepid photographer and (left) Jan Achrenius is snapped in comfort trying to sort out a poser. (Far left) Mikko Miettinen, without the hat is providing moral support to Mare Ollinkare in his quest for victory – or is it play testing lads?!



What are your thoughts on the CD32 and was it easy to get a development system?

We received the development package last week but all we found was just a pile of paper and four disks of CDTV emulation software. It was easy to get but worthless...

With all the new machines like 3D0, Jaguar and Saturn do you believe that you are serving the people that matter and what are your thoughts on these machines?

I think that all these machines have interesting hardware but which one of them will sell is another matter. At the moment, it seems that the first one we will support is the Jaguar but it isn't definite.

Is the the Finnish scene very active in terms of programmers and users?

Finland is a small country but I think that we have a good share of fine coders and musicians. On the other hand, it seems that we could use some more talented graphic artists. I think that we have quite a large amount of game freaks around.



Looking at the CD32, can you see the machine making it? Do you have Commodore support in Finland and, technically, do you find the machine capable of the things you want it to do?

My opinion is that the CD32 will survive. We actually love this machine because we know it inside out. I think that it is possible to make great games for CD32, but the lack of raw processor power will make programming for 3D games very hard.

We haven't even got the developer status yet. So much for the support!

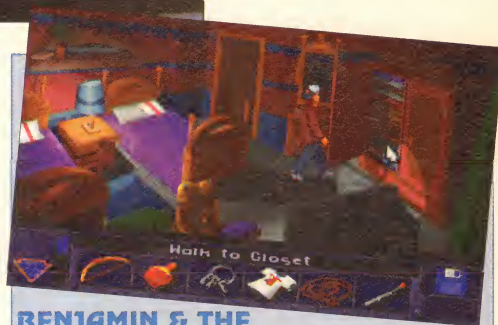
Stardust brought us some stunning effects and visuals, have you many more surprises up your sleeves? Techniques, ground-breaking routines?

You can count on that!

Our opinion is that every game should have some stunning effects and surprises, otherwise they could be just too boring to play. Sadly, nowadays, most games are visually boring.

Because of where you are based do you feel people dismiss you and, if you were based in the UK or US, do you think you would receive a higher profile?

Absolutely. It would be much easier to get hype on our products. Because we live here in the back of beyond, we have to make our games twice as good as our rivals!



BENJAMIN & THE ALIEN INCIDENT: Our first ever adventure game uses our very own interface system to give the player a true sense of interaction. This system enables the player to experiment with various objects and interact with dozens of characters along the way. We feel that this system is one of the most flexible and user-friendly interfaces developed to date.

The story begins as an intergalactic criminal from another dimension called Jackpot, begins to wander around an Earth town in an attempt to capture an unidentified floating little thing from another dimension in order to gain mental powers beyond belief. Benjamin Mallows mission is to clear up the mess.

The special effects include a light sourced transparent shadow for the main character, who is also real-time shaded and real-time zooming on every object and character. The music system is the most advanced ever in any adventure game. Our system has 10 digitised channels in full stereo.



THE BLOODHOUSE TEAM

Harri	Programmer/Ray Tracer	Super Stardust/Alien Wars
Desktop	Graphics	Super Stardust
Rib	Musician	Super Stardust
Teque	Musician	Utopos
Cube	Musician	Utopos
Creator	Programmer	Utopos
Lancelot	Graphics/Programmers/Artist	Utopos
Xenit	Programmer	Aggression
Wanton	Programmer	Alien Wars
Petteri Putkonen	Ray Tracer	Alien Wars/Aggression
Santtu Luopajarvi	Ray Tracer	Alien Wars

CD SORCERER

As you are reading these words the impressive CD32 version of AdventureSoft's Simon the Sorcerer should be reaching your local stores

Impressive? Yes, and mainly due to one reason. Simon the Sorcerer's voice will be spoken courtesy of a famous comedy actor whom AdventureSoft would like to keep a secret for now. However, if I say 'Red Dwarf' and 'The Britas Empire' you may get an idea of who I'm on about.

The CD32 version of Simon has no text within the game at all which means that every character will have a voice over. Sample sound effects will add that final touch. Using these methods the extra sound should convey a more realistic and humorous game. Even if you have played the other, floppy, version you might want to go back and start over again with the new CD version!

For those of you with a look of complete bemusement on your faces here's a resume of the game itself. Simon the Sorcerer is an animated, graphic fantasy adventure about a 14 year-old, wanna-be sorcerer on a rescue mission. The emphasis of the whole game is heavily placed on the humorous elements of the plot and graphics. The story line has been constructed so as to lead Simon into as many humorous situations as possible. The graphics are drawn so as to be very colourful and the animations are being constructed to give a Disney feel to them.

SCREEN INTERACTION

The screen is like most other adventure games of this type with the control panel taking up third of the base of the screen. The other two-thirds are filled with the main graphics display window where all the action takes place. Simon is the character that is controlled by either keyboard or mouse. The cursor will control all of Simon's actions.

Interacting with objects and using the verb words within the interaction box will produce many variable actions. Although these verbs may appear very simple they will be most effective in the game allowing Simon to achieve almost anything he requires to do. First, you must click on the appropriate word and then on an object you wish to use or manipulate or person you want to interact with. All the instructions are self explanatory. To the side of these commands you have a large inventory of items. Many objects can be carried at once. The inventory box displays 10 items at a time. Simon and other character's conversations are displayed on-screen printed centrally in a text window above the character.

Can you rescue the great Calypso from the mits of the evil Wizard Sordid? Grab a copy of the CD32 version of Simon and find out!



(Above) Simon's trendy bedroom. (Left) The CD version removes active text and adds digitised voices and sound



Handsome fellow, our two-faced friend - fine figure of a man



Simon the Sorcerer has a Disney 'feel' to it



The game utilises an easy-to-use interface



Simon sees the light



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A PAIN IN THE NECK

... is what you get when you're constantly turning your head trying to keep an eye out for that elusive airborne enemy. Chances are that you'll need plenty of neck linament in Mindscape's Evasive Action

Mindscape stress that Evasive Action is not a flight simulation, it is more of a combat simulator. However, the visuals and engine are modelled around a simulator. It can also be viewed as an arcade action, game where the player only needs to take into account a limited number of controls to be able to manoeuvre one of the many aircraft on hand.

The game has many features and set-ups that include a two-player split-screen. The two-player mode on one machine is the ultimate challenge with a horizontal split with set-ups for controls for both players easily manipulated.

With so much action going on plus panoramic scenery you would have thought that the CD32 would slow down but, obviously, the time spent by the programmer has been well worth the wait for Evasive Action is fast.

TIME ZONES

There are four different time zones in the game, each will present the player with appropriate planes: First World War; Second World War; Present Day and in space the year 2020. The whole idea is simple – just go out and enjoy yourself. From taking off to flying (there are no full blown missions) just shoot down the enemy. You will find the controls are simple but actual tussles with the enemy, who are highly intelligent and not getting shot down before you reach your own objective, is a lot harder.

There are four planes in each section to select from: from biplanes to Spitfires, F18s to Elite-styled ships. Each of the planes are visually modelled on the real thing complete with a sophisticated cockpit – most of the dials are computer controlled

Not only do you fly combat sorties but flying stunts are part of the ingredients of the game. At the end of each action-filled section you will get a full breakdown of the way you have fared. The more fancy the stunts and manoeuvres the better the screen read outs will be.

STUNTS

There are other sub-games within Evasive Action. For example, you can fly an air race where two players must either make it to a certain point on land or a carrier.

The race element is complicated by the fact that you may have more than one location to reach. You might not know where subsequent points are until you finish each task, it's a bit like orienteering.

There is even a quick game of tag where you

must hit your opponent with a bullet first. You can even set the timer from a minute to an hour for this element. The game is further complicated for, after each set time, the roles are reversed so if you do not catch the enemy within the time period then you are chased instead of leading.

If you want a state-of-the-art flying action game with strategy plus explosive encounters without lots of pretentious rules then this is the one for you.



Up...



Up...



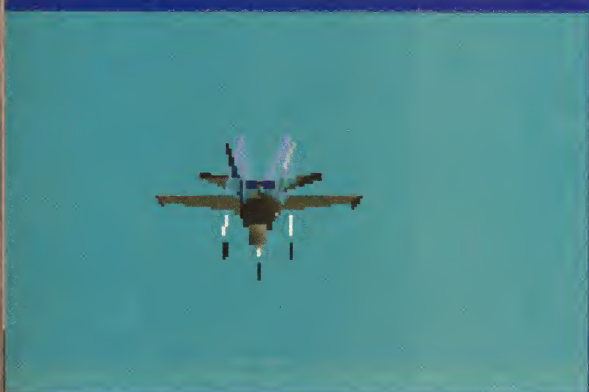
and away!



Here's one to test the mettle – a take off from a moving strip. And if you think that's hard wait till you have to land the thing!



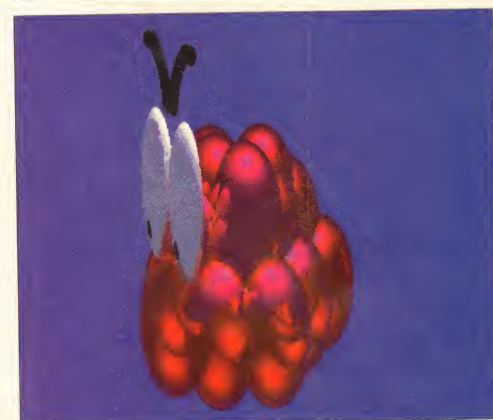
Stand by for those g-forces when the catapult sends you skyward



Knee trembler time as you approach the moving deck. Am I going to fast? Will my hook catch the arrestors?

BOGART BY EXTREME

*"Play it again, Sam!" Andrea Nadin –
Producer/Designer for Extreme showed 32 an early look
at a brand new CD32 game that they call, Bogart*



Bogart – the man himself!

Imagine a world entirely populated by bits of jelly (umm, okay – Concentrating Ed) and the only thing that you can see for miles in any direction is a huge rainbow (Ahaaaa – Still Concentrating Ed). This is the world of Bogart (It's a jellied rainbow, surely? – Disappointed Ed).

Our hero, finds out that over the rainbow lies the great golden jelly mould which is reputed to give to any who rest in it the gift of sitting still without wobbling! (Get on the phone to Jan Molby pronto! – Cultured Left Toed Ed)

During the game players have to make their way across the rainbow visiting all the strange worlds that lie within it to eventually arrive at the jelly mould. However, they are pursued by another jelly who also wants the abilities that the jelly mould can award.

"I had the idea about two to two and a half years

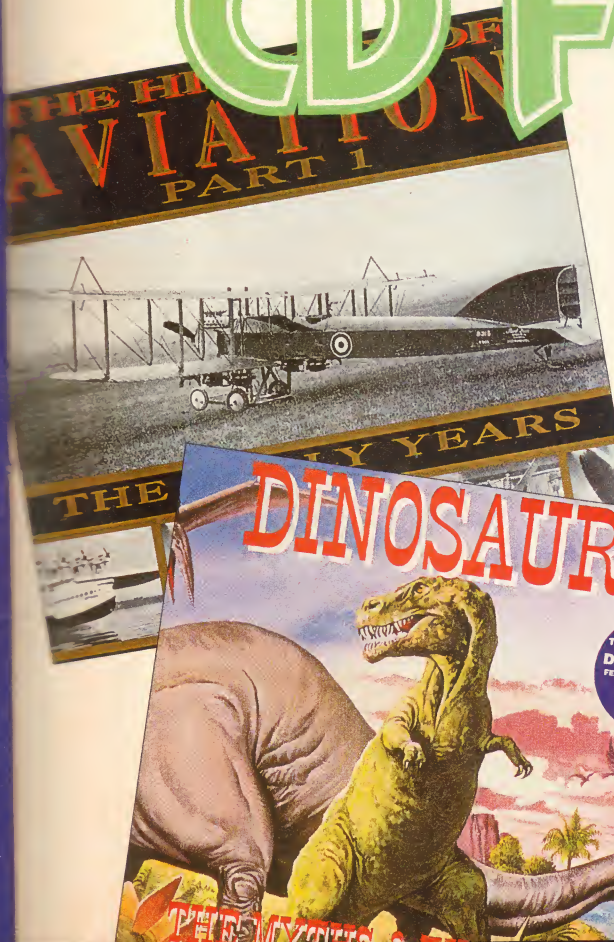
ago," said Andrea, "the game design sort of mulled around in my head for a while until the release of the CD32. It has allowed me to add extras to the game-play such as a Bogart Kart level with vertical objects e.g. trees. I haven't seen that on a Super Nintendo yet!"

"The main character is actually a 'free floating, particle animation system'," explained Andrea, "which means that he can mould himself to any bit of scenery that is thrown at him. He can also do some really cool things when stuck in whirlwinds, gravity wells, etc., as all these things affect the way he moves and deforms."

To compliment this, there is also CD audio to feast your ears on. Extreme are aiming to create the platform game that all others are judged against for some time to come.

CD FORTRESS

*Derek Dela Fuente reports on a bunch of new
educational and entertainment titles soon to hit
the FMV capable, CD32*



Multimedia seems to be the buzz over the last few months but to be honest I have not seen too many programs that give total interaction so that you can enjoy whilst, at the same time, learn.

Castle have a series of programs due out over the next few months. They are a very diverse selection of titles ensuring that all tastes should be catered for. The programs are using FMV so now is the time to invest in a card for your machine.

Castle are offering Pavarotti at his very best performing 16 classical arias and Neapolitan songs.

If the rotund vocalist is not be your cup of tea ensure you do not miss out on *Dinosaurs Myths and Reality*. This CD

will put the record straight on a number of facts that are inaccurately presented in the movie, *Jurassic Park*.

It is presented in a fascinating way with facts, animations and film footage of the prehistoric era. With a full narrative dinosaur freaks will not want to move away from their screen. The real beauty of the CD is that you can pinpoint any of the creatures or reference any period within seconds, unlike a video where you have to spool around for ages getting to the right spot.

One Small Step is another compelling CD, available soon. It was 25 years ago when the Apollo craft touched down on the moon – it appears a generation of children have missed out on one of the most exciting events of the 20th Century.

Fear not – all the atmosphere, facts and footage from the build up to the great event is available for instant retrieval on CD.



IMAGINARY CREATURES

Derek Dela Fuente says that you Amiga CD32 owners should give Gremlin a round of applause for, from day one, they have supported the machine. Now Gremlin are to release a new batch of games. 3D Animator, Sid Franklin gives 32 an insight into their development

You might have viewed Gremlin's CD32 versions of Nigel Mansell, Zool or Disposable Heroes as shovelware. However, at the time they were filling a void and, to be honest, playing all the games felt much more intuitive with the CD32 pad.

By the time you read this Zool 2 should be in the stores. Take a look at the intro and special sequences – wow!

May and June will see Gremlin release Lilil Devil: A graphically impressive looking game with devious gameplay and over the top humour to keep you riveted. With over five levels and more than 50 rooms to explore with traps and adversaries to scare you witless you will find this game captivating, a program ideally suited for the CD32.

HERO QUEST II

The Legacy of Soracil (Hero Quest II) is presented in the now customary 3D isometric view with the usual array of point and click menus and help features. Icons for directional pointing, a special on screen box for your inventory of items collected and the customary health bar, etc.

The setting to the game is in the fabled land of Rhia that has fallen foul of a mysterious plague, created by a being whose evil magic is so powerful no one dare stop him – that is, until you arrive. You must choose your party of courageous warriors and magic users from eight would-be heroes.

This time, unlike Hero Quest, the action takes place in all manner of locations from the dark and sinister corridors of the Vampire King's barrow to the leafy bowers of the Iron-wood forest.

With the Zool projects, Sid Franklin was given a fairly long leash in which he could do his own thing, so to speak, as far as the CD introduction was concerned. He felt that a simple cartoon graphic style, with its emphasis on 'action animation', would be dynamic.

ZOOL

Hopefully, carrying the kind of impact that best represents Zool's character style. With this approved, it was just a case of establishing in which way the sequences in mind would be effective in the given frame range. Each item was then documented to ensure that nothing was omitted, before building the animations.

"It felt as though I was spending forever test rendering individual frames," said Sid, "but that was probably down to my own impatience at times. The final animations, however, were not too painful as they were done over a series of nights and weekends.

As for the overall space it was not really a problem with Zool CD. It was more a problem of individual frame

size, as this had a bearing on the final frame playback rate."

Producing rendered images for intros, backgrounds, etc., proved fulfilling for Sid but, he admitted, the real excitement will have arrived when that little rendered Zool intro becomes a tiny segment of a huge, fully interactive, high resolution game with the real gameplay that good sprite based games rely upon.



Sid Franklin (right) with Zool's project manager



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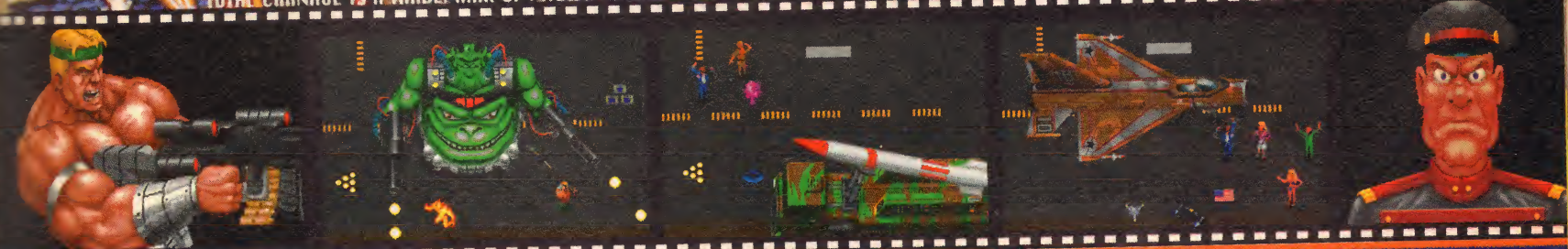
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THE HOUSE OF CREATION

Derek Dela Fuente talks to Dave Wightman, boss of the rising software house, Creative Edge and their new title Baldy – any connotations, I wonder . . .



Can you give us a Brief explanation of Baldy?

Baldy is a completely original game. The category would best be described as an arcade-simulation. It's a game that you grow deeper into the longer you play it. You have your population of Baldies, you have to make them prosper and grow as a community. Breeding and inventing and fighting as you go along.

It's a game where you could walk away from your Amiga for a short while and come back and the Baldies will have gone and done something you never even knew about, the characters have a limited life of their own.

Graphically people might say it looks like Settlers or Populous, what would you say to this?

Nope, when you see the game actually running with the Baldies jumping about and doing their thing, the game has its own unique graphical style. As characters, we have still to develop the Baldies further which will enhance the unique look of the game but we're flattered to be compared with Populous, it's one of our all-time favourites.

You have been working on the game for quite a long time now, how has it changed over that time and are you concerned that the game may become dated due to this fact?

We've had a version of Baldy in one form or another for over a year now. We're not concerned that the design may become dated as the design is very strong.

If we knocked the game out last year, it would have been a premature design but, as it is, the design has had time to mature, the game plays 100 times better than this time last year.

The only thing we've got to watch for is that the graphics are nice and crisp, which as we've still got a

reasonable time before release, it's not a problem.

We are constantly adding new ideas which, in turn, develops into something completely different. When we started the game, the panels were fixed at the bottom of the screen, now they float and the player can move them around the screen to wherever is most comfortable or, if they wanted, they can make them fixed.

Nearly everything in the game has been re-written once or twice, constantly evolving as a product, most development teams don't have that luxury so we've been lucky.

What main platform are you writing Baldy on?

We started out programming Baldy on the A500 and moved it to the A1200 so we could use all of the new AGA features. We use the full 256 colours, with all the new display modes. In a couple of months time we should be moving development over onto the CD32, where we can use the CD for some new ideas we have.

The CD32 version will be a full CD version, the top of the Baldy range, with loads of FMV, full Midi tracks and loads of extra features. We will then re-port it down to the A1200 and, hopefully, the A500 in the end.

Do you look at the limitations of the machines and try to overcome them?

Yes very much so. With the CD version we are adding lots of things that you could only do with a CD drive attached to it.

The A1200 version uses all the new features of the chipset as well as using the extra processing power that the A1200 gives you. We've almost re-written the A1200 version just to accomplish the things that the machine can do and we've not finished yet. So it will, no doubt, continually change until its released.



We are the Reds and we're hard as nails!



Pleasant little chappies waiting for a bit of business



Oh dear! Which way do I run?



AGENT ANTICS

Impossible Mission was one of the classic Commodore 64 games, released originally by Epyx over six or more years ago. Although graphically it looks the business the main game structure remains the same which will please arcade players whether you remember the original or not. One extra bonus is that the original game is included with IM 2025, this makes fascinating viewing!

The main difference between the 1200 and CD32 versions will be purely cosmetic with animated sections between the 15 levels on the CD32 version with more music and extra sound effects.

Impossible Mission is a platform game with a high level of difficulty. Some players may become frustrated but the 'one more go' feeling always takes over again. The magical ingredient that made the original game so popular is still there as the programmer remarked they took the original shell and just added to it.

More thinking is required for it is not just a question of running, jumping and shooting. Mapping out some of the levels is advised, each of which are approximately nine screens by five.

The objective is simple. As one of three characters – male, female or robot – which you choose at the start, you must make it to the evil Alvin Atom Bender's lair and defeat this vile person whose master plan is to destroy the world. You are required to collect eight

artefacts throughout the levels which will then allow you to confront Alvin. Some of the animation is on a par with Prince of Persia so control appears pixel perfect.

The CD32 version end-sequence is different in design than that of the 1200 using a lot of the machine's specifics (i.e., storage space). The final confrontation will display a first person's view when in combat, with more animation giving a rip-roaring finish.



Impossible Mission 2025 – 15 levels of fun, action and mayhem



You must search computer files (above) while dodging bullets (below)



DEREK WILDFIRE FUENTE	
SQUADRON RECORDS	
LTC "Wild Bill" Stealey Ramchargers	CPT Darrell "Psyclone" Dennies Peacemakers
STATUS: KIA	STATUS: KIA
SCORE: 19300	SCORE: 3000
MISSIONS: 26	MISSIONS: 10
MAJ Jim "Mongoose" Day Thunder From Above	2LT Michael "Bart" Reis Bad Cats
STATUS: KIA	STATUS: KIA
SCORE: 12200	SCORE: 2500
MISSIONS: 17	MISSIONS: 4
1LT Detmar "Spike" Peterke Snake Eyes	WO2 Erase Mc Erasables
STATUS: KIA	STATUS: MIA
SCORE: 5030	SCORE: 0
MISSIONS: 7	MISSIONS: 0

Who are you trying to kid, Dezz?



Select your mission and dive into the cockpit

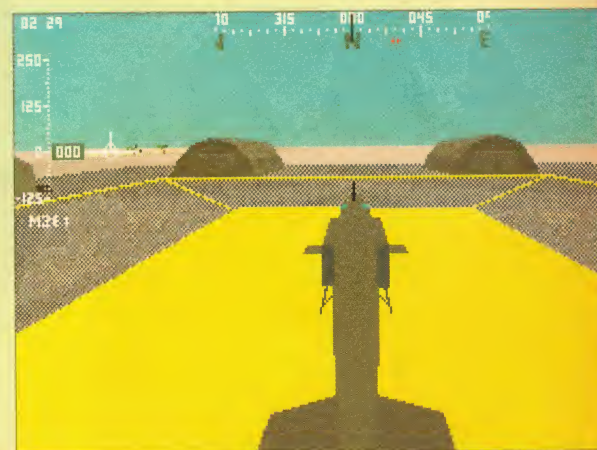


COPTER COMBAT

With hardly any sims on the CD32 springing to mind Microprose have started with a great program. We hope this is the start of many conversions from the PC. A comprehensive helicopter simulation that should please both the novice and expert player, you can choose from three types of helicopter of the seven in the army's arsenal and take control of up to five on any mission. The program certainly provides a good insight into the technology of the choppers.

The scenarios are within Central Europe and the Persian Gulf. The player can choose the preferred mission. Options include: single and multiple helicopter missions, training and the full campaign game, including maps that display the ebb and flow of the battle. The original Gunship 2000 offered a mission builder which allowed the player to design, edit and save missions. This part of the code should be in the CD32 program in some form. The terrain looks and appears realistic. Microprose boast of a new display called Topographical 3D that generates terrain depression, i.e. river banks and valleys as well as elevation of mountains and buildings.

Controls have been adapted to the CD32, Microprose feel that this does not restrict the program in any way. A save function via passwords when you complete a mission has also been implemented.



Your gunship at take off

INSIGHT DINOSAURS



INSIGHT:DINOSAURS is the second title in the INSIGHT series, a lavishly produced title rich in multimedia. You can be assured INSIGHT:Dinosaurs will be visually stunning and technically correct as the title is being produced in association with the British Natural History Museum, one of the world's foremost centres of excellence in the field of paleontology. A unique title for the whole family, produced in a concise, easy to read style which allows it to be used for reference and browsing alike.



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ARISE SIR ROBOT

Mirage, headed by Sean Griffiths, ex-Bitmap, plus a comprehensive programming and design team, are putting the final touches to the CD32 version of their very own beat'em-up – Rise of the Robots

The most important feature within Rise of the Robots (ROTR), apart from the state of the art graphics, is the special attention they have placed on the game's artificial intelligence.

Although the game may appear to be another beat'em-up with its single screen rooms where the robots will fight it out, the AI will ensure that all the fights will differ depending on how the player responds. So no two matches will be the same. Before each of the fights there will be a long cinematic sequence portraying the sinister atmosphere of the game. Depending which machine you are using the sequences will be longer and more involved.

Special links sequences will ensure that the game has a very intuitive look and feel about it. For example, you will not just be placed within a room to fight but a build up will lead you to the fight itself. Because all the Robots have different shapes and forms action is varied, as are the moves. Hence the offer of diversified play with a strong challenge. The game is played from the side-on perspective. The two opponents will fight three bouts or five depending on their skill level. The opponents will deliver blows and kicks to each other until the opposition is drained of powers (displayed on-screen via meters).

Depending on the effectiveness of the blow, a percentage of that amount of power is reduced until one of the robots is depleted of energy. The

various moves available to the player are controlled via the joystick by pressing the direction and fire button.

A unique feature of ROTR is the power-up ability. By pressing the fire button, briefly, a robot will produce a standard blow. However, if the player holds down the button a fire power-up feature will operate whereby the longer the fire button is held the more power is put into the blow and the more energy will be depleted from the opposition if the move is executed correctly. There is only one problem when activating this move – it leaves the player open to attack. This option will allow much more variation in gameplay for you might wish to use this technique throughout whilst another player may wish to use quick and sharp moves, less powerful but, overall, a possibly better option.

Now all this may sound like a great futuristic fight game and it is but special attention has been paid to sprite detection so, if you slightly miss a Robot but make limited contact, this will be analysed correctly. Specially written collision tables have been written to ensure that the power used, when connected, is perfect. Graphical indicators on-screen will inform the player on this point.

With the speed factor, the AI, the strength and a lot more parameters to consider this certainly sounds in a very intriguing game. Visually it looks stunning so grab a tough joystick and be prepared to battle in Rise of the Robots.

INTERVIEW WITH SEAN GRIFFITHS

HOW WILL THE CD32 VERSION DIFFER TO THE PC?

Our intention is to provide the best possible version of Rise that each machine will allow. Each version is being programmed from scratch – there will be no straight ports. The CD32 version is as close to the PC CDROM version as possible. It boasts the same playability and cinematic sequences. The most obvious difference is that the constraints of the CD32 means that it does not have SVGA quality graphics. It does, however, compare very favourably with the PC VGA version.

ARE THERE ANY FACILITIES ON THE CD32 THAT HAVE IMPRESSED YOU?

It has a fast CD Drive. It's difficult to comment on the CD32 until there are some good quality games available. Then we will be able to tell the benefits of the machine. We have had no real problems with the machine... as yet.

IF THE CD32 HAD BEEN RELEASED BY SOMEONE ELSE, LIKE SONY, DO YOU FEEL IT WOULD HAVE TAKEN OFF FASTER OR HAD A BETTER PRESENCE?

No matter who releases a piece of hardware, the machine isn't going to take off until there is good quality software available to support it.

DO YOU THINK THE WORKSTATION FOR THE CD32 WILL HELP PUSH UNITS?

Definitely, as long as the price is right. I'd like to see the CD32 sold as one unit as opposed to selling it in bits which I think is going to happen!



Japback – a man of many parts



Apeface bites yer bum!



There are plenty of light-sourced objects in The Rise of the Robots



Crush – as good as his name, trust us!

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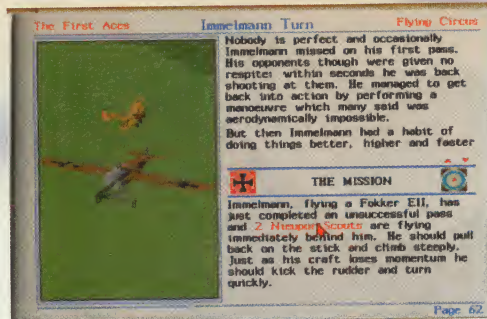


GRAFTGOLD
Creative Software

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS. © 1992 Graftgold Creative Software. Published by Renegade.



Flying circus features a unique multimedia information system



Practise the Immelmann Turn with the man himself



You can face off with a range of famous aces such as Mick Mannock or even the Red Baron himself

FLYING CIRCUS

From the masters of the air, comes a flight sim from Rowan Software revolving around WW1. Derek Dela Fuente runs off to the Flying Circus

In Flying Circus you can assume the role of either a German or British pilot. Both the flight models, maps and historical facts are very accurate.

At the start of the program you will get a multimedia book/log of all the pilots with facts pertaining to their past achievements, this also includes pictures of them and their planes. Each page gives the player information of the missions you can take on. The real beauty of the game is that you can dive straight into a real event such as a famous dogfight at a certain point and see if you can cope with the circumstances.

You can also modify the variables associated with the dogfight so if, for instance, you are a lone pilot up against five or six planes you can adjust

the variables so you have to fight against only two, or assume the role of the Red Baron and dual against five planes. All the usual views are present and are activated via the function keys. Graphically, the display is a mixture of textured polygons and bitmaps.

One of the great things about the First World War are that the planes were so much slower than nowadays. This gives the player a better view of the enemy. If you are flying a F-16 Falcon you normally shoot at it from two miles away whilst moving at over 300mph so everything is a blur but not in this simulation. The definition is sharp and realistic so you can see the complete view of the attackers when close up.

Also there are a lot more tactics involved, in

using the sun – coming out of the sun, using the light as a mask and even using all the manoeuvres like the Immelman Turn so you know how to turn and get back on the opponents tail. All of these things are demonstrated by sampled scenarios.

The program is mission based with over 100 missions – over half are historically correct. There are 25 real pilots listed. The missions will range from taking out single installations to dogfights. The flight models are extremely accurate with over 14 planes to choose from.

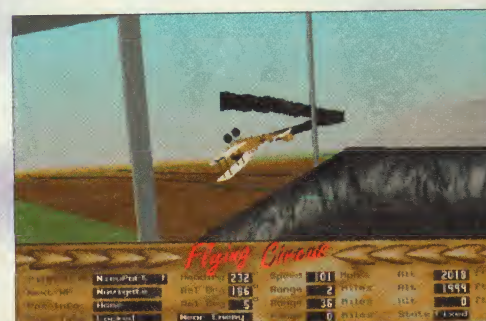
Through the whole period of the First World War the superiority of both sides fluctuated. As such, you will be able to switch sides – taking the part of the weakest side to prove your expertise, for example.



Combat options are numerous as are the view options



Just pull the trigger and . . . heh, heh, heh!



BIT O' THIS, BIT O' THAT

32's intrepid reporter talks to Renegade's Tom Watson and Mike Montgomery from the Bitmap Brothers



Tom Watson

Can you describe the differences in the Bitmaps and Renegade?

People get confused with Renegade and the Bitmaps. The Bitmaps write games for Renegade. I guess because the three Bitmaps are on the board of Renegade this confuses matters but they are separate in many ways. The two units are set up as two separate entities. There is a strict commercial agreement between the two.

In theory, the Bitmaps could write a game for another company but that would go against why Renegade was set up. We set up the company to give the Bitmaps full exposure and also to ensure that programmers or development teams that worked under the Renegade banner got both the financial and public recognition they deserved. You only have to look at Graftgold: Fire and Ice and Uridium II, with a new game to follow next year plus Sensible and other teams we have set up to see that this works. Everyone is treated equally.

Will '94 see Renegade growing in both terms of personnel and game releases?

Yes. Our criteria is excellence. For instance we were approached by the programmers who wrote Turricon III, we were very flattered. They saw our company as a major Amiga force. Their product is an exceptional piece of Amiga coding and fits in with the image and style of our company.

We will be launching our first Adventure game from an Australian team next year, it will be something really different in both adventure games and what people may expect from us. Also, Elfmania that

comes from Terramarque, who are a Finnish-based team, are doing some really innovative things on the Amiga. Renegade is growing at a steady rate.

Looking at the current trends on machines what do you think will be the prime machines in '94?

I think the PC market will steadily grow but I am still very enthusiastic regarding the Amiga. The A1200 is a great machine and if things go right then the CD32 will do well.

We plan to concentrate even more time and resources into the Amiga. I will be very interested to see how the Amiga market will grow. The Amiga market is *not* in decline. We are getting a strong feedback already from the A1200 market for games. Sensible Soccer sold 100,000 plus with the vast majority on Amiga. If you look at Gods and Chaos Engine that were both released in Spring, two years apart at, supposedly, the slackest time of the year.

They were both very comparable programs and Gods got a great deal of PR and coverage because it was The Bitmaps first independent game. Chaos was less publicized and released at a time when the Amiga sales were not doing so well but it outsold Gods by one and a half to one.

Do you ever feel that the software companies are losing sight of the prime objective to write new and original games? It appears that state of the art techniques and impressive graphics are the order of the day.

Yes I do! What we are looking at are great visuals but not much gameplay. Looking at Microcosm from Psygnosis, it looks great but I have heard that there is not much game there.

Companies are really trying to justify the hardware but losing sight of the game. You only have to look at Sim City to see that you do not need state-of-the-art graphics.

With more companies spending time on developing CD games with the use of actors, etc., can we look forward to seeing something really different from you?

Yes, but not in the way you may imagine. The first aim of a game from us is gameplay so we never think 'Wouldn't it be nice to have some video footage here or some clever supplemental graphics?'. If it does not add to the game or objective of a program then there is no point adding it.

We will produce material when the markets demands.



Tom Montgomery, will you please keep still while you are being photographed – or has the photographer been on the juice!

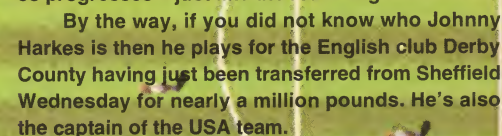
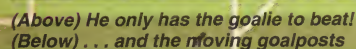
FLIGHT OF THE AMAZON QUEEN

Amazon Queen uses an iconic interface fixed to the bottom portion of the screen. The inventory is fitted to the right-hand side of this area. Objects not shown on screen can be accessed via the scroll buttons.



The transportation and support systems are also new. Trains require depots but sims will walk up to three blocks to get to a road or train, which they will

This game promises all of the attraction of the original and much more besides. It should be one of the must-buys of the season.



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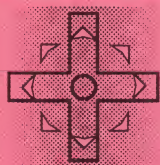
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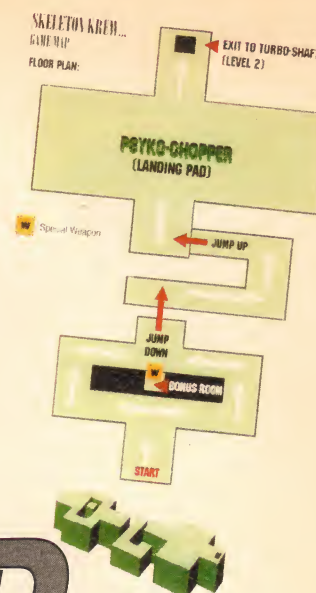
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A KUPBOARD FULL OF SKELETONS

The game takes place way off in the future, within our solar system. It has the player moving from planet to planet following the baddy of the game – Moribund. We have a race against time on our hands, folks, as the violent adversaries cause destruction wherever they go. The baddies will move through four planets collecting four components in their wake.

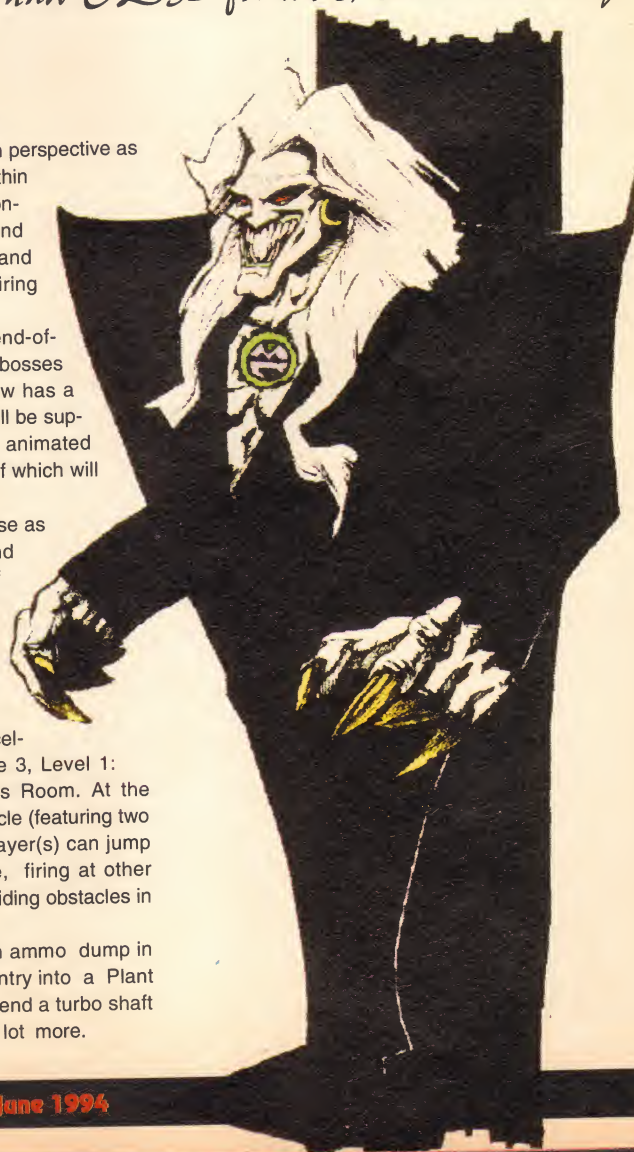
FAST AND STYLISTED

Rib, the lady Krew member with green hair, may not be the fastest mover but she packs a mighty blast with her huge oozie gun (Steady, people – Level-headed Ed). *Joint* is a strange looking droid who heralds from Russia (Surely Kew Gardens or Brixton Police Station would be more apt? – Moralistic Ed), with two huge arms and, as for *Krash and Burn Blaster*, you would not want to meet this dark and sinister creation at night (Why do all of these names sound like a programmer's working day? – Curious Ed).

The action takes place in a third-person perspective as the screen scrolls in eight directions within the isometric environment. The main on-screen characters split into upper and lower sprites, thus allowing smooth and rapid movement and eight-way firing action.

The difficulty of the game will rise as you progress through the levels and code words will be given at the end of each. The objective is simple, seek and destroy, not only all the moving on-screen forms, but gain entry to certain locations and destroy them.

Missions include: destroying an ammo dump in the south American Jungle; gain entry into a Plant and destroy the Psyki chopper; descend a turbo shaft and destroy a huge level boss plus a lot more.



PLANTING THE SEED



Dark Seed has already appeared on the PC and Amiga but Mike Dimambro in the USA is currently working on the CD32 version. We caught up with the man himself to find out what the CD32 version has to offer

Darkseed is a graphic adventure game produced by Cyberdreams, a small company in Southern California. The game features the art of H.R. Giger, pioneer of the biomechanical look. Giger's surreal art may be best known through his designs for *Alien*, which garnered him an Oscar. Ominous and fantastic, Giger's art forms a good basis for this engrossing game.

Darkseed is a dark, science fiction-mystery game. You play Mike Dawson, a writer who recently purchased a Victorian-style house in Woodland Hills, California. Strange that you were able to buy the house for a song, and too bad you couldn't check it out thoroughly before moving in.

The game begins when you first arrive to the house and are drawn, almost immediately, to stumble to the bedroom and fall asleep. Frightening nightmares torment you till you finally awaken to a pounding headache. Your challenge is to find out just what is going on and what you can do about it.

The graphics for Darkseed are very well done. The game has two worlds – the normal world and the dark world. In a clever move, game designers

decided to use two colour palettes for the different worlds. While the normal world appears quite, well, normal, with abundant warm colours, the dark world appears instantly foreboding, with cool greys predominant. Giger's art appears in the dark world only, reinforcing the sense of horror and unease. Giger worked with the game designers to ensure that his art was used appropriately and retained proper proportions, and this extra care shows.

FIND THE CLUES

The challenge like any other adventure game is to find clues, interact with people and objects and find and enter the gigeresque world of evil biomechanical creatures. Dawson must try to stop these creatures from destroying humanity but they are powerful beyond our understanding. These creatures require a human host victim.

During his sleep the creatures implant an embryo into Mike's head. Within three days, if Mike does not succeed, the embryo will hatch, replace Dawson and the first of a new generation of creatures will start to overtake the Earth and kill off all human inhabitants. It

is your job to unlock this key and discover the entrance to the world where the creatures exist.

You awake with a splitting headache. The first thing you must find is a cure, there seems to be no pills in the bathroom but you will get a cryptic message regarding a prescription to ease your migraine. Do you go to the town or look around the house as it really is a race against time? Special use of the joy-pad will allow access to options such as: look; view; talk and whilst inspecting objects an exclamation mark appears over a likely target.

The CD32 version features a user-friendly interface containing all the familiar features of a game of this genre. Darkseed also has superb digitised speech and sound effects, a fast and easy point-and-click system where no typing is required and lots of fully animated sequences. The thing that really strikes you is the unusual display with its sinister palette on the macabre scenes and the brilliant way the main spites move. Animation of a person walking is usually one of the biggest flaws in many programs but, here, you will have fluid movement and great scaling with everything in proportion.



Gigeresque? Sure – scary too!



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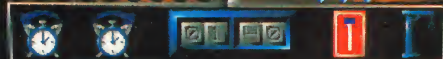
Max. duration 7.5 mins with multi-choice answers. If you don't pay the phone bill get permission from who does. Calls cost 39p a min. cheap rate or 49p a min. at all other times. Max cost £3.68. Rules/winners free by post from Earthbound, Enterprise House, High Street, Newcastle NE15 8LN. Winner picked at random on closing dates 20/6/94 to be notified by post.

CLOCKWISER... time is running out...

Clockwiser is an infuriating, addictive, un-put-down-able puzzler with over 100 levels of mind-bending fun. It comes complete with a puzzle editor - it's a package which really lets you get your own back!

Move 'em around, beam 'em up, blow 'em up (carefully does it!), cope with

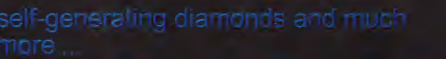
LEVEL 44 SURVIVAL OF THE FITTEST...



LEVEL 35-A GOLD DIGGER'S TALE

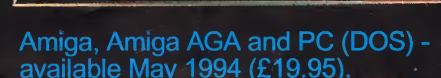
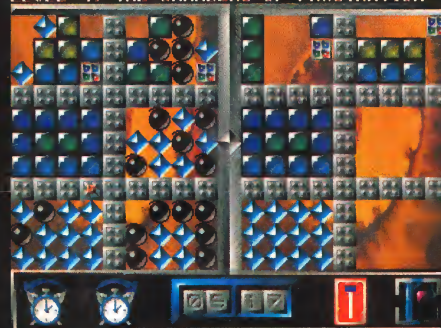


LEVEL SETTINGS
FILL SCREEN
BACKGROUND
FETCH LEVEL
HUBBLE LEVEL
NEXT LEVEL
PREV LEVEL



self-generating diamonds and much more...

LEVEL 49- THE CHAMBERS OF FRUSTRATION



Amiga, Amiga AGA and PC (DOS) - available May 1994 (£19.95).
PC (Windows), CD32 - June 1994 (£24.95).
CD ROM - July 1994 (£29.95).

Once there were sims, but now there's...

JETSTRIKE

Jetstrike is the flight game for your computer - with over 130 levels and a choice of 40 planes and aircraft (more in the CD versions)...all this along with a two-player option makes this a game that will keep you flying for months!



Amiga - available now.
CD32 - June 1994.
Amiga AGA - July 1994.
PC - August 1994.
CD ROM - September 1994.
About £20 each

Amiga Computing - 90%
The One Amiga - 84%



Take to the skies and defeat the forces of SPUDD....

Amiga World - Grade "A"
GAMER GOLD (Amiga Computing)



Never was a hermit as hairy as Harold!

Harold has fallen asleep in his hermit cave and all of his pups have decided to go "walkies". Can you guide this hairy sprite around all 15 levels of platform mayhem and re-unite him his missing pets?

Harold (the Hairy Hermit) is an instantly appealing and totally addictive game that you'll just have to finish.



"The best platform game I've played in years!" (A. Monk)



Amiga, Amiga AGA and CD32 available July 1994.
PC - August 1994.
CD ROM - September 1994.
About £25 each.



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RASPUTIN

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